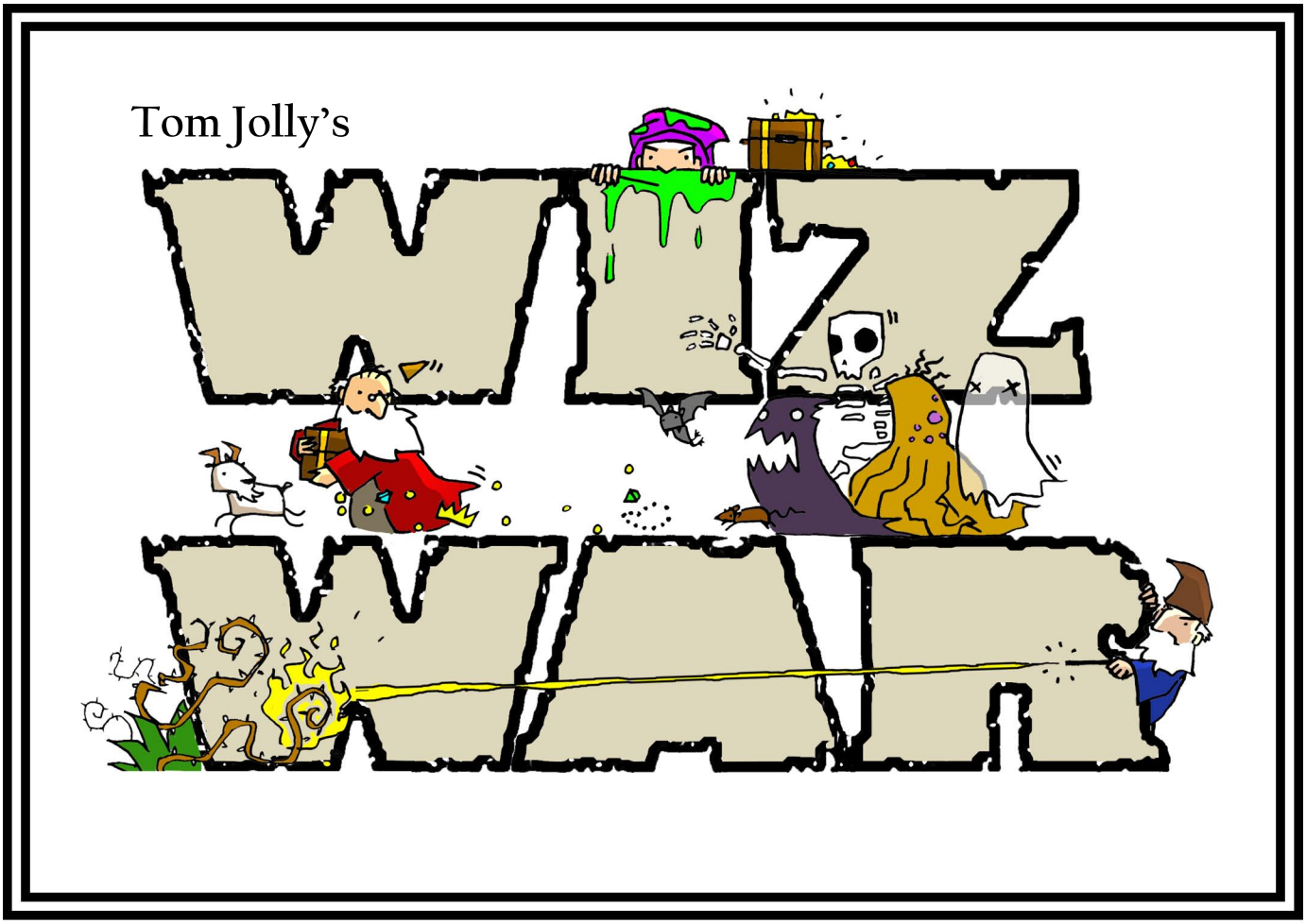



Hello,

This package contains everything you need to play Wiz War, except a four-sided die. Included in this package are: a small box cover design, rules, counters, sector tiles, and cards. I have redesigned all the counters and tiles with new artwork. Most of the artwork is completely new, but, in general, I've tried to stay true to the simple, comical feel of the original artwork. In fact, a few counters are almost identical to the original. The cards were created and compiled by Jeff Barrett (http://www.jeloba.com/wizwar/), and included here with his permission. They include content from the basic set, expansion sets, and fan-made content. Wiz War is copyright 1985 by Jolly Games, and the contents of this file are for personal use only, not be sold or distributed otherwise. Thanks and Happy Gaming. -Kwanchai

To assemble a copy:

1) Print the counters and sector tiles, mount onto matte board using spray adhesive, and cut out.
2) Print the cards onto heavy paper or cardstock, and cut out.
3) Buy a d4 (four-sided die) at your local game store or comic book store.
4) Find an empty box, print the cover design, glue it to the front of the box, and stick everything you've just made inside.

**Game Design** *Tom Jolly*
**Card Design and Compilation** *Jeff Barrett* (http://www.jeloba.com/wizwar/)
**Counter and Tile Artwork** *Kwanchai Moriya* (http://kmoriya.blogspot.com/, kwanchaimoriya@gmail.com)

# WIZ WAR 5th Edition Rules

*Wiz War is a game of magical combat in a stone labyrinth. Players attempt to bring two of their opponent's treasures back to their home bases while at the same time guarding their own treasures against theft. A game usually takes from fifteen minutes to an hour to play, and can be played with two or more players.*

## WINNING

There are two ways you can win Wiz War. One way is to eliminate all the other players in wizardly battle. The other way is to obtain two "treasure chests" from any of the other players (they need not both be from the same player), then return them, one at a time, to your home bases, and drop them there.

Alternatively, it is also possible to lose the game by allowing both of the treasures that you protect to be taken to other players' home bases and left there. The moment that both of your treasures sit on other players' home bases, you are out of the game.

## EQUIPMENT

A four section playing board, a deck of 124 cards, one sheet of cardboard tokens, a rule booklet, and one die (numbered from 1-4). It may be 8-sided or 4-sided, depending on what game edition you have.

## STARTING THE GAME

Each player chooses one of the four sectors, face down, at random. Put these sectors (together in any of the setups shown on the last page, depending on the number of players, and turn all the sectors over simultaneously. This is now your playing board. Each player starts his playing piece in the exact center of the sector he chose. This center square is his HOME BASE, to which he will try to bring two of his opponents' treasures.

In each player's sector, his two treasure chests are placed on the small symbols evident on each sector board. For the rest of the game, the other players will try to steal these, and he will try to protect them.

Shuffle the cards and deal seven, face down, to each player. Put the remainder of the deck aside as a drawing stack. If "TRAP!" is drawn on the deal, discard it and redraw. Take a sheet of paper and write the players' names and the number "15" below each. These are your life-points, and you will lose or gain points as the game progresses. If you get down to "0" points, you are considered dead, and you are out of the game. There is no upper limit to the number of points you might gain through actions in the game.

Turns go clockwise, starting with the player rolling highest on the die.

## THE BOARD

Notice the letters on the setup diagram on the last page of the rules. These boards have open sides; that is, if you leave a board at point "A" on either side, you will reenter at point "A" on the opposite side. By the same token, if you smash down a wall right next to the "A" exit, then you can enter the opposite board edge at the point relative to where you smashed the wall. The apparent double wall at the junction of any two sectors is not double at all; it should be treated as a single wall.

The AUTO WARP is only used in the three-player game. It does not count as a space; you go directly from one end to the other. For all purposes, treat the connected board edges as though they are adjacent. It serves to connect the three sectors together in such a way as to prevent any unfair advantages for any particular board. If a sector gets RELOCATED through use of the RELOCATE card, then the AUTO WARP is discarded, and only opposite board edges connect. ROTATION has no effect on the AUTO WARP. If casting a spell, or checking line of sight through the AUTO WARP, treat it as a straight line, and the two connected boards as though they were adjacent.

Doors are considered locked at all times, and require special cards from the deck to be opened. After passage through a door, it automatically relocks itself. You can, if you like, cast a spell through an opened door without passing through yourself. You can't follow someone through a door unless they state they are holding it open for you. There is no way, besides a REMOVE LOCK card to jam a door open.

## MOVEMENT

You may move up to three spaces per turn. If you wish, during any turn you may add one NUMBER card to your movement to increase your allowed movement for your turn. If the NUMBER card was "4", then you could move up to seven spaces that turn. The die is not used for movement.

## OBJECTS

Fixed/Movable Objects: Fixed objects cannot be moved. These include such things as walls, firewalls, illusion walls, thorn bushes, doors, and solid stone squares. Movable objects include magic stones, treasure chests, the DAGGER, the LARGE ROCK, the WIZARDBLADE, and other players. Other players cannot be picked up, of course, but they can be DRAGged with the DRAG spell. Generally speaking, movable objects do not block line of sight, while fixed objects do.

Dropping and Retrieving Objects: Sometimes you will have objects in your card hand that you do not wish to carry at the time, since you are limited to seven cards in your hand and you may wish to get new cards. In that case, you can drop any or all of them. To do this, you merely state that you are dropping and object, and put an appropriate cardboard token representing that object on the space that your playing piece occupies. You can do this any time during your turn. Anyone else may pick this object up at a later time, if they land on it. The card designating the object, if there is one, is placed next to the sector where the object was dropped. Another player picking this object up must take the card for it into his own hand.

If an object is thrown, it is considered to have landed in the targeted square unless some barrier, such as a THORNBUSH, is in the way. In that case, the object lands immediately before the barrier.

YOUR TURN ENDS IF YOU PICK UP ANY OBJECT and you may perform no more actions that turn, except for drawing cards. You can't pick up an object out of turn, even if you TELEPORT onto it.

Treasures are treated like other objects, but YOU CAN ONLY CARRY ONE AT A TIME! After all, these things are pretty heavy. You can carry any number of other objects along with the treasure, though. Treasures do not count as a card in your hand. Treasures may NOT be thrown. You can carry your own treasure, and may even go retrieve your treasure after someone has placed it on their own home base, in addition to taking yet another player's treasure off of someone else's home base. If you are carrying a treasure, keep the token with the playing piece and do not remove it from the board.

Objects cannot be forcibly taken from you unless another player has a DROP OBJECT spell card that allows him to do so, or unless he kills you. He must use a card that directly applies to the removal or destruction of a physical object.

## THE CARDS

There are five different kinds of cards in the game. They are called ATTACK cards, NEUTRAL cards, COUNTER-ACTION cards, NUMBER cards, and MAGIC STONES.

ATTACK cards say "Attack" in the upper life-hand corner of each card. ONLY ONE ATTACK CAN BE USED DURING EACH PLAYER TURN. In the upper right-hand corner, the abbreviation "L.O.S." might appear. This means that a spell can only be used if a player has a clear line of sight to the person or object the spell is to be cast upon. Line of sight is defined as the line going from the exact center of the attacker's square to the exact center of the target's square. In the case of a CREATE WALL spell, the center would be the center of the wall to be created. If this line of sight is interrupted by any part of a wall, the spell cannot be cast.

NEUTRAL cards are non-offensive or non-defensive spells. ANY NUMBER of Neutral spells can be cast during a player's turn. It is possible for a player to use his entire hand in one turn.

COUNTERACTION cards are the only cards that can be used out of turn. They can be used (but aren't usually) during a normal turn as a NEUTRAL card, but their primary use is as a defense against attacks. They are played immediately following an attack by the player who was attacked. You CANNOT counteract a Neutral card. You can, however, use an ABSORB or BLUNT against indirect damage caused to you (e.g., by a falling DESTROYed WALL).

More than one COUNTERACTION card can be used to defend against a single attack, either used sequentially or added together. It is also possible to COUNTERACT a COUNTERACTION card, so an attack may bounce back and forth a few times before coming to rest. In case a COUNTERACTION card only stops half of a spell, always round the resulting damage UP to the nearest whole number. If all damage from a spell is stopped, any secondary effects, such as a lost turn, are also stopped.

A player is not obligated to play a COUNTERACTION card if he does not wish to. COUNTERACTIONS are instantaneous; they only affect the one attack spell they were played against.

NUMBER cards have three purposes.

1. They can add to your movement, as mentioned earlier.
2. They can affect the DURATION of a spell, the NUMBER then representing the number of turns that the spell lasts. A duration spell starts when cast and ends at the start of one of the caster's next turns. Duration-based spells are marked as such on each card.
3. They can represent the POWER of a spell, so that a LIGHTNING BLAST with a "5" NUMBER card would do five points of damage to an opponent (plus one turn lost due to stunning, as mentioned on the card). This damage would then be subtracted from the victim's point total.

Only one NUMBER card can be played per action. So in one turn, a player may use a NUMBER card to enhance his movement, use another to ATTACK with, and use yet another to become INVISIBLE (if he has the card) for a certain number of turns, and so on.

MAGIC STONES are magical gems that bestow a special power upon the holder. Stones may be discarded like any other card if a player does not wish to keep them, or they may be dropped. The cards are permanent, and the power they bestow may e used as often as the opportunity arises. The name of each magical stone contains the word "STONE" and the description on each card is prefaced by the word "POWER".

Cards are used once, and then discarded face up onto a discard pile. There are exceptions! These include physical objects such as MAGIC STONES, the DAGGER, the LARGE ROCK, the WIZARDBLADE, and the MASTER KEY. Physical objects are not removed from your hand unless they are dropped or thrown. Of all the physical objects, MAGIC STONES and the MASTER KEY have one other requirement: They must be displayed face up in front of you after you have used them. They are still considered part of the seven-card hand. If any cards are to be randomly lost or taken from a player's hand, these cards must be taken back into the hand before the choice is made.

If you kill an opponent, you get all of his cards, but you must immediately discard enough to bring your hand down to seven cards.

Some cards involve physical actions, like picking locks, removing locks, jamming locks, and throwing daggers. These are not spells.

## THE TURN

You can do a lot during your turn. You may move, attack once, and use as many NEUTRAL and COUNTERACTION cards as you like. As an example, you play a "3" NUMBER card and say "I'm moving six spaces this turn." Then you move two spaces into L.O.S. with another player, cast an attack, move back three

spaces, create a wall, shrink yourself, and then move back one more space. The order you use doesn't matter, and you can break up your movement while performing other actions. If you pick up an object during your turn, your turn ends the moment you pick it up.

Losing a turn means you can do NOTHING for that entire turn, except COUNTERACTION. For the purpose of lost turns, or spell duration, a "turn" starts when a spell is cast, and ends at the beginning of one of the caster's turns.

COMBAT

There is no combat during the first round of turns. Combat consists of taking a card from your hand and playing it against your opponent during your turn. If that player has a COUNTERACTION card, he may play it then. If you want to COUNTERACT his COUNTERACTION, and have the card to do so, you may. You may attack only once per turn. Spells automatically hit their target if not COUNTERACTed. If a spell misses for some reason, it dissipates harmlessly, and does NOT hit some object behind the target!

Any damage done to either player in the form of damage points is removed from the 15 points on his score sheet. If you get to "0" points, you are dead. Damage points, points, damage, and point-based spells all refer to the same thing: things that take away points from you, an opponent, or object (such as a wall or door). They have nothing to do with duration-based spells.

If a person is eliminated from the game by being killed, then the last attacker gets all the dead person's cards. If a player is eliminated by having lost both his treasures to opponents' home bases, his cards are discarded.

You cannot physically attack through any type of wall, firewall, or bush. You cannot attack yourself. You cannot attack on the first round of turns, even if you have the SPEED spell.

ANY CARD MAY BE PLAYED WITHOUT A NUMBER CARD, but its power is only "1". There are no "1" NUMBER cards in the deck.

When all else fails, you may PUNCH your opponent. This requires no card, but does constitute your attack for the turn. A punch does one point of damage, and you must be in the same square as your opponent to do it. If the object to be hit fills an entire square, you may be in an adjacent square to hit it. It is possible, though time-consuming, to punch a wall down. A wall takes 20 points of damage to destroy; a door takes 15. Any attack against an inanimate object counts as your one attack for the turn. The only inanimate objects you can attack are the walls, doors, and thornbushes.

It is possible to walk by an opponent or cast a spell past him without affecting him at all, if you want to.

Any deal can be made while in L.O.S. with another player, including, but not limited to, trading cards.

PHYSICAL DAMAGE and MAGICAL DAMAGE both take damage points from a player, but on rare occasions (designated on the cards) they are treated differently. Physical damage would include things like damage from the LARGE ROCK, the DAGGER, a PUNCH from another player, or a wall that falls on you from a DESTROY WALL spell. Magical damage would include any damage caused as a direct result of a spell, such as walking though a FIREWALL, getting hit with the WIZARDBLADE, or being hit with a LIGHTNINGBLAST.

CARDS AND ACTIONS THAT CHANGE THE MAP

If you add a wall, destroy a wall, create a bush or firewall, etc., then you must take an appropriate cardboard token representing this and place it where the item was created.

You CANNOT create an object on a player's home base, or on any space already occupied by a player or object (unless it is a wall, which doesn't actually exist ON a space, but in between them). You cannot, for example, cast a FIREWALL where an ILLUSION WALL already exists or two THORNBUSHES in the same square. Walls cannot be cast diagonally. They must be cast on the lines between spaces.

If a card has no duration mentioned on it, the effect is either permanent (such as CREATE WALL) or instantaneous (such as FIREBALL).

If someone has cast CREATE WALL or DESTROY WALL on a junction between sectors, and some other moron decides he wants to use ROTATE SECTOR on one of them, then roll the die for a 50-50% chance to see which one of the two sectors, the "alteration" stays with.

GETTING NEW CARDS

You start with seven cards. You may draw up to two per turn, but may never have more than seven cards in your hand at one time. If for some reason you do, you must immediately discard enough cards to bring your hand down to the seven card limit. Draw new cards only at the end of YOUR turn.

If you want to discard cards from your hand just for the sake of getting new cards, you may. This includes cards which represent permanent objects, which give you the option of dropping the object or discarding it.

THE DIE

This is referred to as a D4 in the game. It is either 8-sided (number from 1-4 twice) or 4-sided, depending on which game edition you have. It is NOT used to roll movement.

Whenever a random direction is called for in the course of the game, pick a number representing the direction you are trying to go, or trying to cast a spell (if you are BLINKed), and then roll for that number. If you need to roll a 50-50% chance, just call 1, 2 as low and 3, 4 as high, determining which roll represents what, beforehand.

DEATH

A dead player is out of the game and may not win even if two treasures are placed on his home base. His home base is no longer valid for the purpose of eliminating other players. His treasures, though, are still valid to use to win the game. A player who dies while performing an action that would normally win the game is considered to have died first, and is eliminated from the game.

## **WIZ WAR** Expansion Rules

### MONSTERS

Any monster will follow the commands of its creator (unless otherwise noted on the cards, like the Imp), even when out of line-of-sight. They move any time during the controlling player's turn, so if a player gets an extra turn, or loses a turn, so does the monster (Imp excluded, again). Monsters, unless otherwise noted on the card, may not hurt their creators, carry items, cast spells or use cards from your hand. They are permanent creations, until killed. You may not add NUMBER cards to their movement, but you can cast NEUTRAL spells such as MIST-BODY and SPEED on them.
For the few instances where MONSTERS can carry items, they can't use those items at all (unless the card specifically says otherwise).
Monsters attack once per turn. They cannot attack the turn they are created, but may move on that turn. Creating a monster counts as your attack only on the turn it is created. You and your monster may both have attacks on later turns. Monsters can attack other monsters. Players may not attack a creature that they control. If a monster attacks a player and kills him, the controlling player DOES NOT get the dead player's cards.
A monster's attack is not YOUR attack. (If you cast BUDDY, you can hurt the other player with a monster's attack without breaking the BUDDY spell, and he can do the same to you.)
If a monster sees an illusion, he has the same chance to believe the illusion as a player does.
A monster controlled by you does NOT count as a card in your hand. If you die, any monster controlled by you immediately disappears.
Monsters, like Wizards, will suffer the ill effects of objects in the corridor (like a Thornbush) just like Wizards. Also, if a card specifies "Opponent" or "Anyone" as a target, this includes Monsters.
Wizards can run past monsters without taking damage from them, just as they can run by other Wizards without getting punched. The obvious exceptions to this (like the Buck and the Fire Imp) are noted on the cards.

### FLYING AND LEVITATING

Things that fly, float, or levitate are immune to the effects of ground-based effects such as TACKS, KILLER OOZE, and WATERWALL.

### MAGIC STICKS

You can recognize a magic stick because the word "Stick" is in the name of the card. Each stick carries a number of "charges" set by the number card played when the stick is first used. This number tells you how many times the stick can be used before it gets discarded. Place a token on the card when played indicating how many charges the stick has, and leave the stick displayed. Any stick operates a maximum of once per turn. Once it is used up it is useless and may not be recharged, or retrieved from the discard pile. If ownership of a magic stick is taken by an opponent, then whatever charges are left on the stick are also transferred. If the initial number of charges has not been set, then the new owner may do so. AMPLIFY and ADD will both work when setting the initial number of charges.
Magic Sticks do not burn. They do, of course, count as a card in your hand.
SPEED or ADRENALINE will NOT allow you to use a Magic Stick more than once in your turn. While the spells speed YOU up (and your monsters, whose turns are slaved to you), they do not speed up the limits of the wand. This isolation of the wand from you allows you to use it even with NO SPELL cast on you.
ABSORB SPELL, of course, has no effect on Sticks, since they are objects and not spells, even though what Magic Sticks produce are considered spells.

### OTHER NOTES

If you don't like a card in your edition of Wiz War, don't use it.
The tokens for Magic Sticks and Magic Stones aren't meant to be carried by a Wizard. They are there in case the player drops an item, to show where on the board it was dropped.
If you REUSE an object-creating spell, there may not be enough tokens to represent the new object. In this case, you'll have to rough it. Use a blank token, for example, with your own drawing on it.
The rules that let you discard cards that you don't want in your hand obviously do NOT apply to cursed objects (such as LOAD STONE). Naturally you CAN discard (crush) ARTIFACTS during your turn (or Magic Sticks, or Magic Stones, etc.). You may not discard or drop objects out-of-turn.
Some card effects let you perform multiple attacks in a turn, but certain objects which can produce attacks are limited to one use per turn. Since this is a limitation on the object, this means you can't use the object multiple times, regardless of the effect that exists on your Wizard. He must use other spells or physical attacks to get his quota of attacks in.

### ARTIFACTS

Artifacts were introduced in 1993 in Expansion #2.
Artifacts are physical objects which, if left uncontrolled, would completely destroy the balance of the game. Fortunately, these are objects of such great power that they do not "like" to be owned by any one person for very long. In fact, if you want to steal an ARTIFACT from another player, all you need to do is walk into the same space that player occupies and say "I'm taking your ARTIFACT", or whatever you wish to say to get your point across. THIS IS NOT AN ATTACK. You can only take one ARTIFACT from one player per turn. That player, of course, could come back the following turn and take the ARTIFACT back if he is in a position to do so.
Alternately, if a player seems too powerful with an ARTIFACT, and you cannot get close to him, you may WISH it out of existence. This is not a card...you may do it anytime. However, it requires a bit of a sacrifice. You lose 4 life-points (not reversible) and you must discard all your cards, except for cursed cards which say that they cannot be discarded. It's a small price to pay in order to keep other Wizards from winning the game.
Your turn continues even after taking an ARTIFACT from another player, but if you pick one up off the floor it ends your turn.

Being INVISIBLE, or under SHRINK, or in a DUST CLOUD, MIST-BODIED, etc., has no effect on another player's ability to steal an ARTIFACT from you. There is no way to obscure the fact that you have an ARTIFACT for the taking.
ARTIFACTS can be used as many times as you like unless they are attacks, in which case you may only use them once per turn.

## TOKENS FOR ARTIFACTS, STICKS AND STONES

While the Artifacts all have separate tokens for each Artifact, to designate their board location in case they are dropped, Magic Sticks and Magic Stones do not, there are only generic tokens representing either category. These are also only meant to represent the item in case it is dropped on the board.

## TRANSFORMATIONS

In Expansion #2 it is possible for you to change yourself into a Ghost, Vampire, or Werewolf, if you get the card for it. These DO NOT make you as a MONSTER! You are still a Wizard.

## TEAM PLAY OPTION

If you have 4 or 6 players, it may be fun to try team play. For 4 players, the 1st and 3rd are one team, the 2nd and 4th the other. For 6 players, use 3 teams of 2. Winning is determined by either killing the other players, or by getting 3 of the opponents' treasures on either of your team's home bases in any combination. You may not attack your teammates (unless a teammate is under someone else's control). Discussion of strategy is allowed, but you may not reveal or trade cards with your teammate unless in L.O.S.

## TWO PLAYER VARIANT

For better board access for two players, cross the B and C exits on the 2 boards (see the diagram in the basic set). Thus, each player has a B exit and a C exit in his sector. It's a lot more fun this way.

## DOORS VARIANT

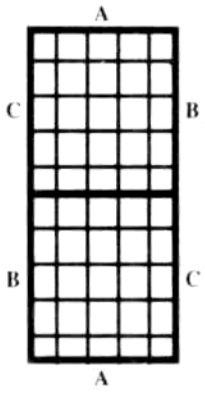
You can, if you like, play with the optional rule that within each sector a Wizard can open his doors without a key. Suggestion by Tracy Johnston.

## GENERAL NOTES

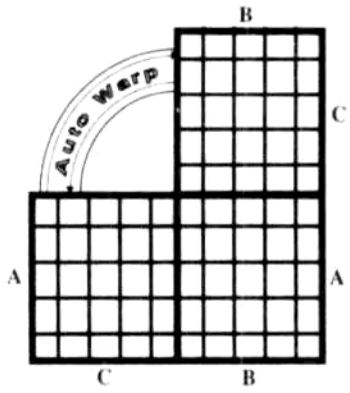
The exclusive use of "HE" in these rules and on the cards is not supposed to be a slight to female players, it's just more convenient than the various he/she/person variants that exist, and usually takes up less space.

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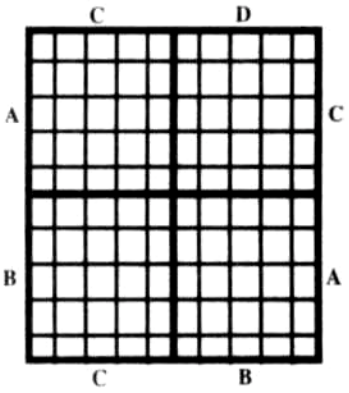
# Set-Up Diagram



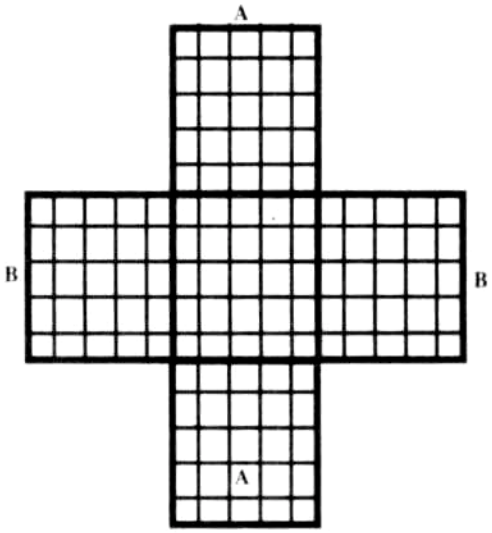

2 Players



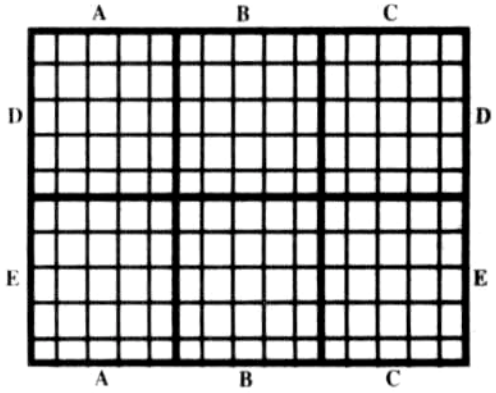

3 Players



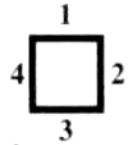

4 Players



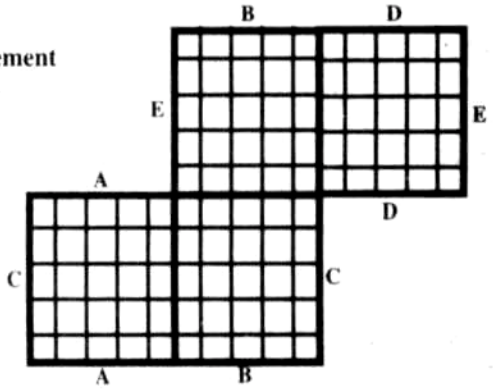

5 Players
2 sets required



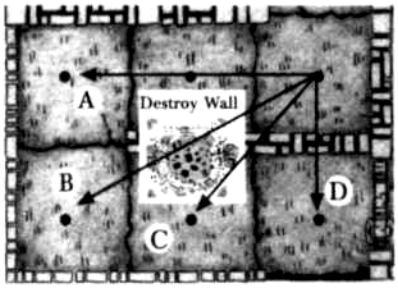

6 Players
2 sets required




Random movement example




Possible configuration after "relocate sector" card used--
4 players shown




L.O.S. examples:

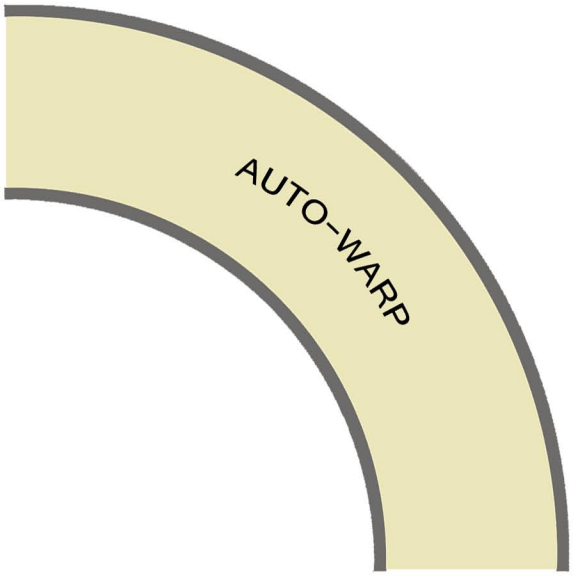
A- Clear L.O.S.
B- Clear L.O.S. through destroyed wall.
C- L.O.S. blocked by edge of wall.
D- L.O.S. blocked by wall.

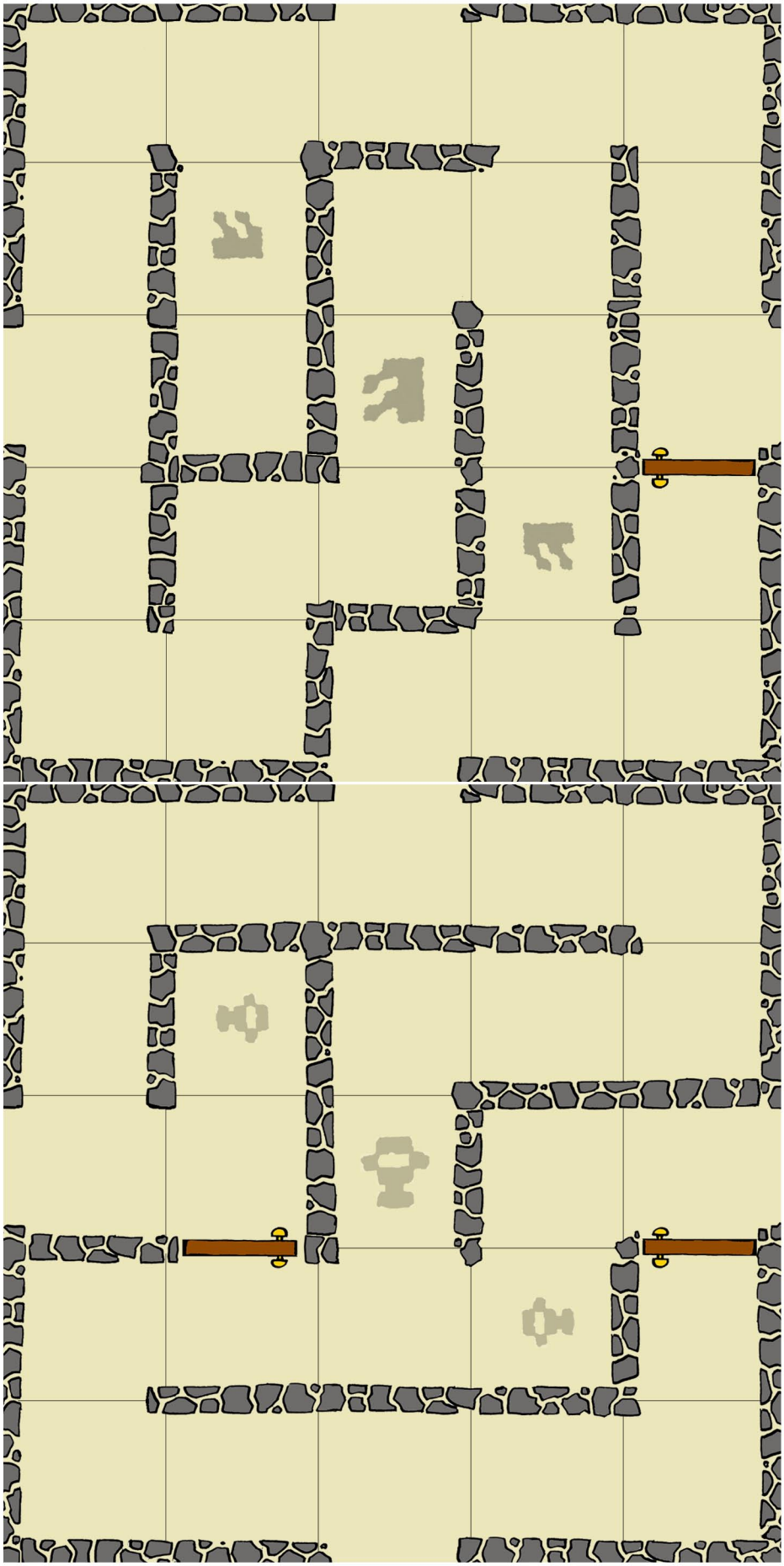
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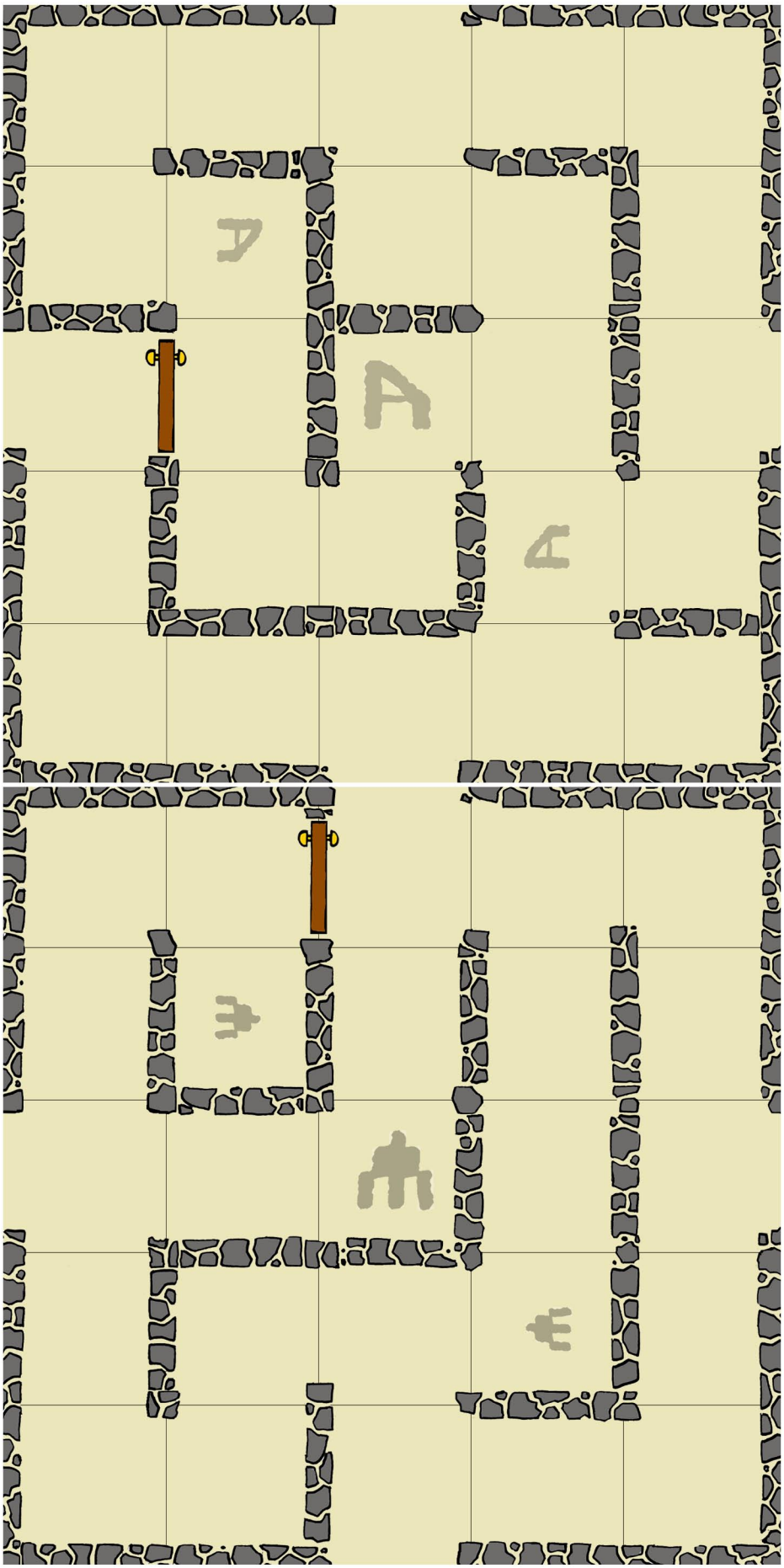
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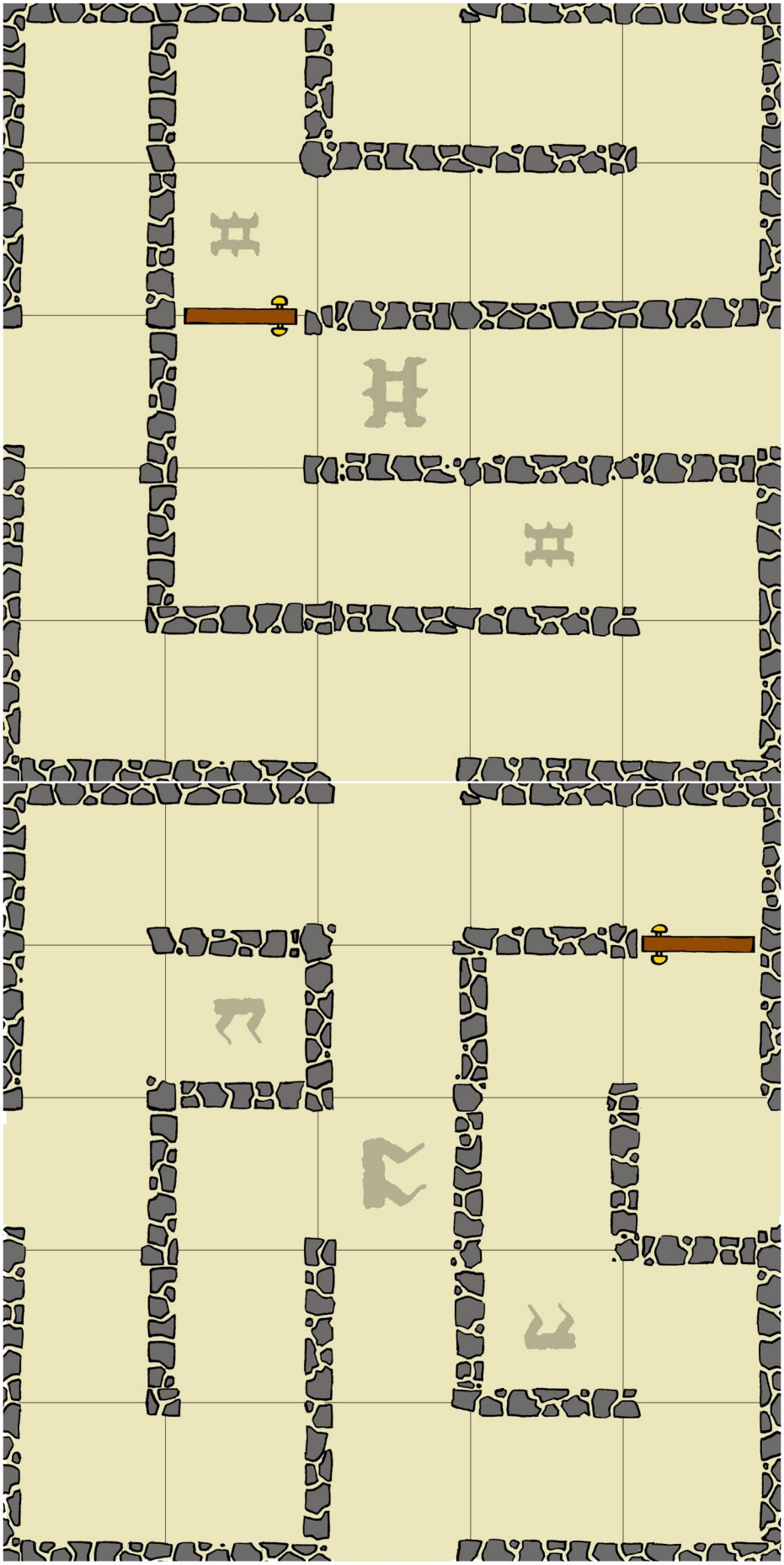

STONE GOLEM
DEMOCRATIC MONSTER
WRAITH
SKELETON
GHOST
TROLL
FIRE IMP
BUCK
TREE ENT
BIG BLACK BAT
SUB-WIZARD
SCAPEGOAT
ELF
SHADOW
FAMILIAR
STEED
GHOUL
APPRENTICE
ALTER EGO
RATS
FIREFLY
FIREFLY
FIREFLY
FIREFLY
FIREFLY
FIREFLY
CLONE
SLIME
KILLER
OOZE
SMELLY
SOCK
SPEED BUMP
PERMAWARP
PERMAWARP
CYCLONE
PORTABLE
HOLE
TIME BOMB
CLOUD OF STENCH
BRAMBLES
ROSEBUSH
THORNBUSH
DUST CLOUD
VAMPIRE FORM
WEREWOLF FORM
GHOST FORM
LARGE
ROCK
FIRE
FIRE
STONE
SPHERE
VORTEX
TACKS
VENDING MACHINE
OIL
PIT
GLACIER
TROLL BOOTH
HEALING FOUNTAIN
PORTCULLIS PRESSURE PLATE
YOU ARE
IT
OPEN GRAVE
BIG CLUB
SWORD
WHIP
WIZARDBLADE
ARM
PORTABLE TELEPAD
SAFE
CRYSTAL BALL
CRYSTAL BALL
CROSSBOW
DAGGER
MASTER KEY
BOUNCY BALL
PEEPHOLE
BAG
ANIMATED OBJECT
TELEPORT LOAD ON
TELEPORT LOAD OFF
You Stink!
GRAFFITI
PIE
DOOR STOP
MAGIC STONE
MAGIC STONE
MAGIC STONE
MAGIC STICK
MAGIC STICK
MAGIC STICK
MAGIC STICK
MAGIC STONE
DOOR GONE
PORTCULLIS
DOOR A
DOOR B
DOOR A
DOOR B
CREVICE
DOOR GONE

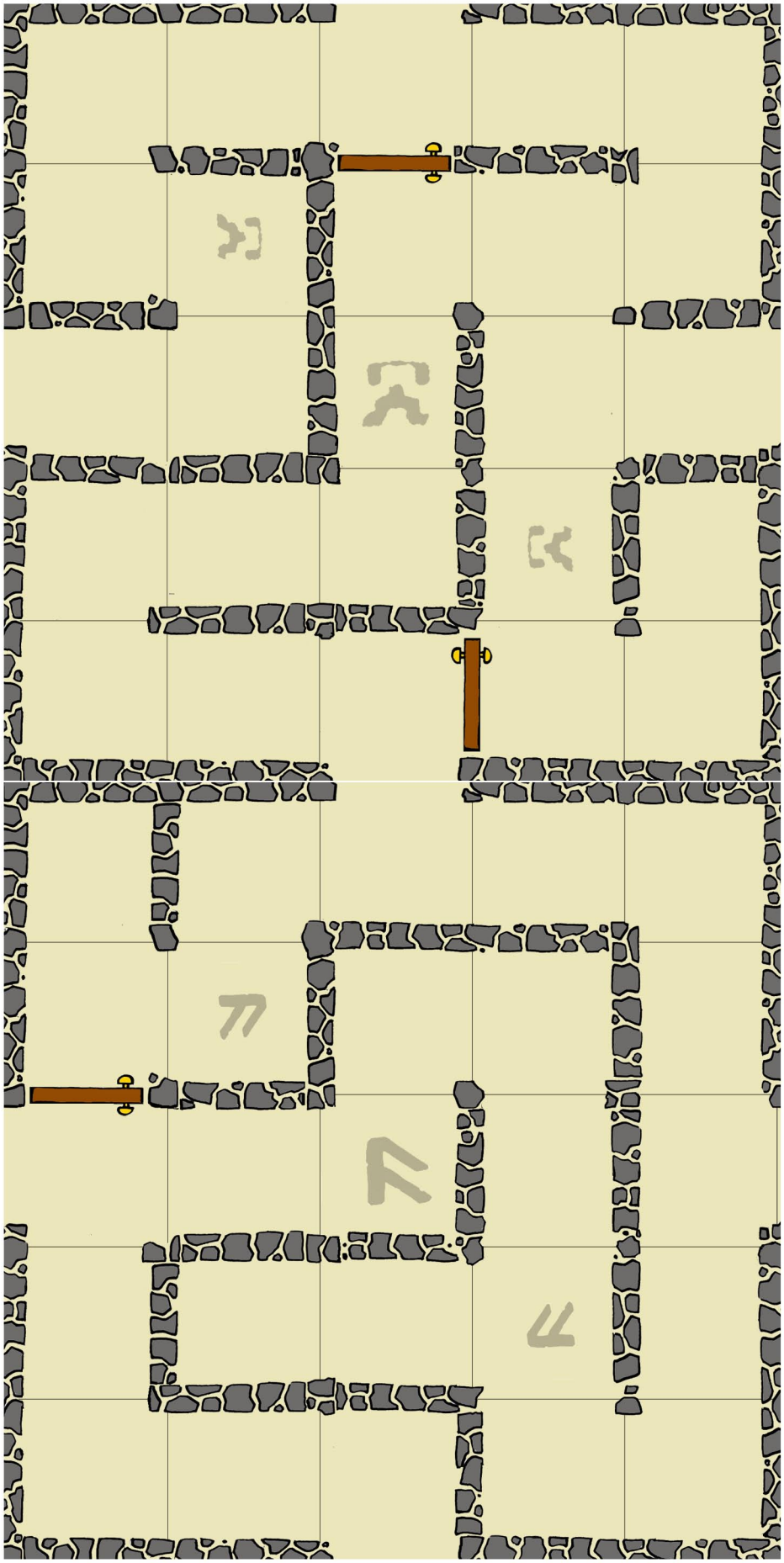
| WALL OF FOG | WALL OF GLASS | ILLUSION WALL | WALL OF FIRE | JAMMED | LOCK GONE | ONE-WAY | ANIMATED DOOR | THORNBUSH |
|---|---|---|---|---|---|---|---|---|
| REWARP B | REWARP A | REWARP B | REWARP A | ? | ? | ? | ? | |
| TREASURE | TREASURE | TREASURE | TREASURE | TREASURE | TREASURE | TREASURE | TREASURE | TREASURE |
| TREASURE | TREASURE | TREASURE | WIZARD | WIZARD | WIZARD | WIZARD | WIZARD | WIZARD |
| A | A | B | B | C | C | D | D | |











Attack

## Big Black Bat

Created Monster

Target: Any empty square in LOS

Creates a large bat that you control. Movement: 10, Life: 2. Bat bites for 1 damage. Bat can pick up and carry any one NON-TREASURE item. Cannot use items (not even passive ones). Can fly over obstacles that don't reach the ceiling.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Blaster Stick

Item

Target: Any in LOS

Each charge inflicts 3 magical damage. Charges = NUMBER card. Usable once per turn; discard when used.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Blind

Enchantment/Curse

Target: Opponent in LOS

Blinds opponent. Victim must roll D4 for direction when attempting to move, throw items, engage in combat, or cast LOS spells on anyone but self. Bumping into a wall counts as one space of movement; re-roll for each movement point. Picking up items is difficult (1-2 on D4); each attempt costs 1 movement. (Misdirected spells go intended distance, or dissipate if they cannot. Cannot hit unintended opponents.) Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Brain Drain

Spell

Target: Opponent in LOS

Opponent loses a number of random cards out of his hand equal to the NUMBER card played. Any item lost is discarded, not dropped on the board. REFLECTION causes both players to lose 1/2 the NUMBER played (round up).

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Buddy

Enchantment/Curse

Target: Opponent in LOS

Opponent will not attack you unless you attack first. This is permanent until you attack. (Neither opponent's monsters nor yours are bound by this pact.)

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Burden

Spell

Target: Opponent in LOS

For each creature controlled and item carried by an opponent, she takes 1 damage due to the excessive burden she has taken upon herself. If REFLECTED, you take damage based on what you control.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Card Erasure

Spell

Target: Opponent in LOS

Name a card, then remove and discard it from opponent's hand. If opponent doesn't have that card, this is still considered your attack for the turn.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Cease-Fire

Enchantment/Curse

Target: Everyone

No one may attack anyone for one round of turns. ABSORB SPELL may be used by anyone to counteract Cease-Fire; FULL SHIELD will allow only the shielded player to attack. FULL REFLECTION by anyone means that only the caster of Cease-Fire cannot attack.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Chaos

Spell

Target: All players

Each player counts his or her cards, then everyone tosses them in a pile and they are redistributed randomly, each player receiving the same number that they started with. ABSORB SPELL will absorb CHAOS; FULL SHIELD removes a player from participation. REFLECTIONS have no effect.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Crossbow

Item

Target: Any in LOM

When fired, each crossbow bolt causes 3 damage. Before taking the first shot, play a NUMBER card to determine the total number of bolts available. You may fire only one bolt per turn, and they are not retrievable.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Curse Of The Litter Bug

Enchantment/Curse

Target: Opponent in LOS

Causes opponent to take 2 magical damage each time he drops or throws any item. No effect for items discarded to discard pile. If REFLECTED, both players lose 1 point for each item dropped. This effect is permanent.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Curse Of The Monster Musk

Enchantment/Curse

Target: Opponent in LOS

Curses opponent, causing all monsters to move toward and attack him (and no one else), regardless of others' demands. You move them during your turn. Victim can transfer this curse to anyone in LOS during his turn (an ATTACK), thereby becoming controller as they attack the newly cursed target instead. This effect is permanent.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Dagger

Item

Target: Any in LOM

This well-balanced knife causes 3 damage when thrown, or you can stab with it for just 1 damage. Retrievable by anyone after it is thrown.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Democratic Monster

Created Monster

Target: Any empty square in LOS

Creates a horribly ugly monster that all players get to move (3 spaces per each player's turn). It has 5 life points and does 2 damage with its claws. It may attack only one player per round of turns.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Disease

Enchantment/Curse

Target: Self (vs. opponents in same square)

You're the carrier! The disease caused by this spell does not affect you, only others. If you enter an occupied square, each opponent present takes 3 physical damage from the disease. You can infect multiple opponents, but each of them just once per turn, and you must re-infect them each time you want to do damage. REFLECTIONS have no effect. AMPLIFY only doubles duration, not the strength of the spell. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Drop Object

Spell

Target: Opponent in LOS

Opponent drops any one item you specify.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Drop Object

Spell

Target: Opponent in LOS

Opponent drops any one item you specify.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Exploding Energy

Spell

Target: Opponent in LOS

Causes any magical energy retained by your opponent (that is, any NUMBER cards in his hand) to suddenly explode in a burst of light. Add up his NUMBER cards and discard them; he takes 1/2 the total value in magical sunburn damage (round up). Ignore POWERSTONE and other NUMBER-related items. If REFLECTED, both players lose NUMBER cards and take 1/4 damage.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Familiar

Created Monster

Target: Any empty square in LOS

Creates a loyal black cat that you control. Movement: 4, Life: NUMBER card played. Familiar does 2 damage with its claws. Can carry one spell (face down), which you must choose upon its creation, plus a NUMBER card if required for the spell. Cannot carry items. Familiar cannot cast its spell on turn created. When the spell is used up, it may not get another.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Fire Imp

Created Monster

Target: Any empty square in LOS

Creates a floating, stationary Fire Imp that shoots anyone coming within LOM, doing 2 magical fire damage (once per turn per target in LOM). This happens the moment anyone enters LOM with the imp, or is in LOM at the start of that target's turn. Imp will attack his creator if he can (but not on the turn created). Imp is permanent, but any water (including WATERWALL) will destroy it.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Fireball

Spell

Target: Any in LOS

Searing flames inflict 5 magical damage. If any of the damage gets through, Fireball also destroys all MAGIC STONES opponent is carrying.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Fireball

Spell

Target: Any in LOS

Searing flames inflict 5 magical damage. If any of the damage gets through, Fireball also destroys all MAGIC STONES opponent is carrying.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Fireball

Spell

Target: Any in LOS

Searing flames inflict 5 magical damage. If any of the damage gets through, Fireball also destroys all MAGIC STONES opponent is carrying.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Geas

Spell

Target: Any monster in LOS

Causes target monster to rebel, pursuing and attacking its creator until dead. (Move the monster during your turn.) For GEAS and CONTROL CREATION, whichever is cast last takes precedence.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Ghoul

Created Monster (Undead)

Target: Any empty square in LOS

Creates a hideous, undead ghoul that you control. Movement: 3, Life: 5. Ghoul does 2 damage with its claws. Each time it successfully damages a living opponent, the ghoul's life points OR speed increases by 1. There is no limit to the amount of life points or movement it can have.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Go Away

Enchantment/Curse

Target: Opponent in LOS

Opponent must move away a number of spaces equal to the NUMBER card played, in a line as straight as possible. Roll D4 for random direction, if necessary. Opponent also loses 1 turn.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Heave-Ho

Action

Target: Any in LOS

Not a spell. Throw the TREASURE you are carrying at someone or something (including an empty square). Physical damage equals the number of spaces thrown. If thrown diagonally, measure the distance as the number of spaces a wizard would move.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Hotfoot

Enchantment/Curse

Target: Opponent in LOS

Opponent's feet become magically hot, causing her 1 damage for every square less than 4 she moves during her turns (that is, if she moves 3 spaces in a turn, she takes 1 damage). Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Hypnosis

Enchantment/Curse

Target: Opponent in LOS

Allows you to completely control all the actions of any one opponent for her entire turn (when it starts). However, you may use (or discard) no more than 3 of her cards and may not make her attack herself or damage herself (like walking through a FIREWALL). Yes, this means you don't have to draw cards for her at the end of her turn. If REFLECTED, both players can control each other for their next turns. Considered a duration spell.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Idiot

Enchantment/Curse

Target: Opponent in LOS

Opponent heads straight for the nearest of his OWN TREASURES (he may choose to avoid obstacles), during his own turns. He can do nothing else but cast COUNTERACTIONS, or use other spells that help him get to the treasure. Curse ends once victim reaches his own treasure, or if both of his treasures are being carried. If REFLECTED, both players are affected.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Illusionary Attack

Spell

Target: Opponent in LOS

Cast an illusionary attack spell of your choice. Opponent has a 50% chance (1 or 2 on the D4) of believing the spell is real. If so, the full effect of the attack is felt. (In the case of multiple-target attacks, only the designated victim is affected.) If the attack spell requires a NUMBER card, then one must be provided. Non-LOS spells must still be cast within LOS of the victim.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## It

Enchantment/Curse

Target: Opponent in LOS

Curses opponent, making him IT. Whoever is IT takes 1 magical damage at the end of his turn. Only one character can be IT at a time (unless the spell is cast twice). IT can be transferred to another in the same space by saying, "You're IT" (an ATTACK). REFLECTION makes both characters IT.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Lightning Blast

Spell

Target: Any in LOS

Inflicts magical damage equal to the accompanying NUMBER card. If any damage gets through, opponent also loses 1 turn while recovering from electrified senses.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Lightning Blast

Spell

Target: Any in LOS

Inflicts magical damage equal to the accompanying NUMBER card. If any damage gets through, opponent also loses 1 turn while recovering from electrified senses.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Lightning Blast

Spell

Target: Any in LOS

Inflicts magical damage equal to the accompanying NUMBER card. If any damage gets through, opponent also loses 1 turn while recovering from electrified senses.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Lock In Place

Enchantment/Curse

Target: Opponent in LOS

Stops movement of opponent. He may still cast spells, but cannot move or be moved in any way (including TELEPORTATION). Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Medusa

Enchantment/Curse

Target: Opponent in LOS

For the next NUMBER turns, opponent cannot move, act, or cast spells, including COUNTERACTIONS. However, opponent is also immune to any damage.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Mental Force

Spell

Target: Opponent (no LOS needed)

Opponent anywhere on the board moves 3 spaces to wherever you say. REFLECTION allows both players to move one another 2 spaces.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Mental Force

Spell

Target: Opponent (no LOS needed)

Opponent anywhere on the board moves 3 spaces to wherever you say. REFLECTION allows both players to move one another 2 spaces.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Mental Swap

Spell

Target: Opponent in LOS

View opponent's cards, then optionally trade hands with that player. FULL REFLECTION only nullifies this spell.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Monster Bane

Spell

Target: Any creature in LOS

Sucks all remaining life points out of any one creature in LOS, adding the points to your own and utterly destroying the creature. A creature that can't normally be destroyed is considered to have 1 life point.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Mundane

Spell

Target: Opponent in LOS

Strips a wizard of all his magic (he immediately discards all his cards, except for NUMBERS and non-magical cards such as DAGGER or PICK LOCK). He may draw cards normally during his next turn. His controlled creatures and active duration spells are not affected.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## No Spell

Enchantment/Curse

Target: Opponent in LOS

Opponent cannot use any spell, but may still use items (even magical ones) and NUMBER cards. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Power Drain

Spell

Target: Opponent in LOS

Drains NUMBER life points from an opponent, adding them to your own total.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Powerthrust

Spell

Target: Any in LOS

This telekinetic strike causes magical damage equal to 2 points plus an (optional) accompanying NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Powerthrust

Spell

Target: Any in LOS

This telekinetic strike causes magical damage equal to 2 points plus an (optional) accompanying NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Psychic Storm

Spell

Target: Any square in LOS

Does NUMBER magical damage to everyone in the target square and all squares adjacent to it (even through walls). COUNTERACTIONS only protect those casting them (except ABSORB SPELL). Only the target square needs to be in LOS. (Will also affect you and your controlled creatures, if within range.)

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Shift Stick

Item

Target: Opponent in LOS

Each charge moves opponent one space from where he is, to whichever adjacent space you choose (even through a wall). Not useable on self. Charges = NUMBER card. Usable once per turn; discard when used.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Shock Wave

Spell

Target: Opponent in LOS

Does magical damage equal to the NUMBER card played. If any damage gets through, all carried items are knocked out of opponent's hands and into the square behind him (away from you). If there is no space behind opponent, the items just fall in the square he is in.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Skeleton

Created Monster (Undead)

Target: Any empty square in LOS

Creates an undead skeleton warrior that you control. Movement: 3, Life: 4. Skeleton punches for 2 damage, and only PHYSICAL damage can destroy it.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Slow

Enchantment/Curse

Target: Opponent in LOS

Reduces opponent's movement to 1 space per turn (can't add NUMBER cards or other speed-enhancing spells), and his attacks to every second turn. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Slow Death

Enchantment/Curse

Target: Opponent in LOS

Curses opponent, causing 1 magical damage whenever he draws a new card. This is permanent. Opponent can have less than seven cards in his hand if desired. ABSORB DAMAGE and BLUNT work momentarily against this card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Sticks And Stones

Spell

Target: Opponent in LOS

Inflicts magical damage to opponent equal to the number of MAGIC STICKS he carries plus the number of MAGIC STONES he carries, times the NUMBER card played. If REFLECTED, does 1/2 damage to each player based on their own sticks and stones.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Sticky Stick

Item

Target: Opponent in LOS

Each charge covers an enemy with webs, reducing movement by -3 (enemy can still use NUMBER cards for movement). Lasts one turn. Any FIRE damage done to someone in webs burns the webs off and causes 2 extra points of damage. Charges = NUMBER card. Usable once per turn; discard when used.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Stone Dead

Spell

Target: Opponent in LOS

Does magical damage to opponent equal to the NUMBER card played times the number of MAGIC STONES he carries. If REFLECTED, does 1/2 damage to each player based on their own stones.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Sub-Wizard

Created Monster

Target: Any empty square in LOS

Creates a short, aggressive warlock that you control. Movement: 3, Life: 6. Sub-Wizard can cast a 3 point mini-FIREBALL each turn, but cannot carry anything. Any FIREBALL damage that gets through destroys all MAGIC STONES carried by opponent.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Sucker

Spell

Target: Opponent carrying a treasure in LOS

Causes an opponent in your LOS to suddenly discover that the treasure she is carrying is a fake! It suddenly disappears from her hands. Place the treasure token back on the space it started on at the beginning of the game. (If in question, attacker chooses between the two starting spaces.)

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Sudden Death

Spell

Target: Any in LOS

Does 10 magical damage to any target.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Swap

Spell

Target: Opponent (no LOS needed)

Swap places with any opponent. Counts as your movement for the turn. FULL REFLECTION, if used against SWAP, merely nullifies it.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Swap Meet

Spell

Target: Opponent in LOS

Swap any two carried items (your choice) with an opponent. REFLECTION nullifies the spell. FULL REFLECTION lets the opponent decide which items, if any, will be swapped.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Telepath

Spell

Target: Opponent (no LOS needed)

View any one opponent's cards, one time only.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Teleport Opponent

Spell

Target: Opponent in LOS

Teleports opponent to any square on the board, excluding squares that permit no occupant (e.g., SOLID STONE), but including otherwise occupied spaces. (If REFLECTED, opponent chooses where to send you -- but unlike a regular TELEPORT, you may still finish your normal movement.)

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Thief

Action

Target: Opponent in same square

Not a spell. You may steal one NON-TREASURE item from an opponent in your square. If you know about a specific item, you can take that one; otherwise, opponent chooses which item to give you (if he has any).

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Thought Steal

Spell

Target: Opponent in LOS

Remove and keep two random cards from an opponent's hand, including ones that are displayed.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Thumb Of God

Spell

Target: Playing tokens

Allows you to flip the die from a distance of no less than six inches onto the board so as to hit playing tokens. Whichever space the tokens land closest to is where they must be located, including tokens knocked off the board. There is no COUNTERACTION against this spell.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Troll

Created Monster

Target: Any empty square in LOS

Creates a rock-hard beast that you control. Movement: 3, Life: 6. Troll punches for 1-4 damage, and at the end of each turn it can regenerate 1 lost life point.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Walking Dead

Enchantment/Curse

Target: Opponent in LOS

Curses opponent, causing 1/2 point of damage for every space he moves. This is permanent. BLOODSTONE will nullify the effect.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Waterbolt

Spell

Target: Any in LOS

Blasts target with water. Power equals NUMBER card played; for each point, you may either cause 1 point of physical damage OR move the target 1 space away from you (if it is moveable). Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards. Extinguishes fires.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Waterbolt

Spell

Target: Any in LOS

Blasts target with water. Power equals NUMBER card played; for each point, you may either cause 1 point of physical damage OR move the target 1 space away from you (if it is moveable). Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards. Extinguishes fires.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Waterbolt

Spell

Target: Any in LOS

Blasts target with water. Power equals NUMBER card played; for each point, you may either cause 1 point of physical damage OR move the target 1 space away from you (if it is moveable). Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards. Extinguishes fires.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Weakness

Enchantment/Curse

Target: Opponent in LOS

Opponent drops any TREASURE carried, and takes 2 times normal damage from any point-type spells or physical attacks. Opponent cannot carry treasure for this duration. WEAKNESS and STRENGTH cancel each other. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Wizardblade

Item

Target: Any in same square

Each time you play a NUMBER card on the Wizardblade, you can attack once for that much magical damage. Does NO damage without a NUMBER card. Wizardblade damage is considered a SPELL.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Wraith

Created Monster (Undead)

Target: Any empty square in LOS

Creates a sinister, undead wraith that you control. Movement: 3, Life: 4. Wraith can move through one wall or other obstacle per turn at will. If touched by the wraith, opponents take 2 magical damage and lose a random card. REFLECTIONS used on the wraith's touch will damage the wraith.

Source: Tom Jolly

(remove bottom portion at line)

Attack / Counteraction

## Blink

Enchantment/Curse

Target: Anyone in LOS

For the next NUMBER turns, opponent TELEPORTS 1-4 spaces in a random direction, (roll the die twice). This occurs during your turn. If opponent appears in a space that permits no occupant (e.g., SOLID STONE), reroll distance, otherwise opponent is affected by contents of the destination square. Can also be cast on self as a COUNTERACTION to an LOS spell (the spell misses), but you BLINK just once.

Source: Tom Jolly

(remove bottom portion at line)

Attack / Counteraction

## Remove Curse

Spell

Target: Self (or any in LOS)

Removes effects of one or more duration-based spells or enchantments affecting the target. You can even cast this on yourself to cancel a spell which won't let you cast other spells while in effect, or one that makes you lose turns. Can also be cast on an opponent in LOS to remove any "good" enchantments affecting him (considered an ATTACK). As a COUNTERACTION, prevents an enchantment from taking effect. Will work on permanent spells, such as LIFESAVER.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Absorb Damage

Spell

Target: Incoming point-based attack

Reduces by up to 3 life points any damage done to you by a single attack. Has no effect on duration-based spells.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Absorb Damage

Spell

Target: Incoming point-based attack

Reduces by up to 3 life points any damage done to you by a single attack. Has no effect on duration-based spells.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Absorb Spell

Spell

Target: Incoming spell

Nullifies and takes into your hand one spell card used directly against you. Does not include NUMBER cards. Will work against COUNTERACTIONS that affect you directly (e.g., REFLECTION, DOUBLE BACK), but not against FULL SHIELD, ANTI-ANTI, objects, or any spells that objects and creations produce.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Anti-Anti

Spell

Target: Opponent's COUNTERACTION spell

Nullifies any one spell that COUNTERACTS an attack spell directly. Does not work against escape, such as SHRINK, TELEPORT, or INVISIBLE. Will work against SHIELDSTONE. Will not work against REMOVE CURSE, as it does not counter the attack spell, but merely stops the ongoing effects of the spell.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Blunt

Spell

Target: Self (vs. incoming damage)

Reduces any damage done to you by 1/2. Round fractional damage up. Works on point or duration-based spells, or on physical damage. (If BLUNT is played twice in a row, the second acts after the first; they do not cancel the damage entirely.)

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Blunt

Spell

Target: Self (vs. incoming damage)

Reduces any damage done to you by 1/2. Round fractional damage up. Works on point or duration-based spells, or on physical damage. (If BLUNT is played twice in a row, the second acts after the first; they do not cancel the damage entirely.)

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Double Back

Spell

Target: Incoming spell

FULLY REFLECTS and doubles the power of any SPELL cast against you. Has no effect on spells which are not point or duration spells.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Empathy

Enchantment/Curse

Target: Self (vs. attacking opponent)

Any ATTACK done in any form against you acts against both you and the attacker. Duration = NUMBER card played, starting in player's turn in which it is cast. Will not work against an already-active spell, just new ones.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Featherweight

Enchantment/Curse

Target: Self (vs. incoming damage)

All damage done to you moves you back 1 space per point instead of doing damage. In case of multiple directions possible for movement, you choose which way you will go. You can also go around corners. In the case of being stuck in a dead end, you take damage. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Full Reflection

Spell

Target: Incoming spell

Opponent's SPELL, if cast upon you, is reflected back on him.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Full Shield

Spell

Target: Incoming spell

Stops any SPELL attack. Does not stop any physical attack. Will stop WIZARDBLADE for only one attack.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Full Shield

Spell

Target: Incoming spell

Stops any SPELL attack. Does not stop any physical attack. Will stop WIZARDBLADE for only one attack.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Full Shield

Spell

Target: Incoming spell

Stops any SPELL attack. Does not stop any physical attack. Will stop WIZARDBLADE for only one attack.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Negate Neutral

Spell

Target: Any NEUTRAL spell (no LOS needed)

Nullifies any NEUTRAL SPELL when first cast. This is cast on the spell, not the opponent, so FULL SHIELD and REFLECTIONS have no effect. Does not need LOS, and you need not be the intended target of the spell.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Reflection

Spell

Target: Incoming spell

A spell cast against you works 50% on both parties. Only works on point-based or duration-based spells. Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Reflection

Spell

Target: Incoming spell

A spell cast against you works 50% on both parties. Only works on point-based or duration-based spells. Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Reflection

Spell

Target: Incoming spell

A spell cast against you works 50% on both parties. Only works on point-based or duration-based spells. Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Reverse Damage

Spell

Target: Incoming point-based spell

Instead of losing points in a SPELL attack, you gain them. Only works on point-based spells (including SLOW DEATH). Any remaining effect of a spell (such as "lose turn" or "move back two spaces") still takes effect.

Source: Tom Jolly

(remove bottom portion at line)

Counteraction

## Super-Dodge

Spell

Target: Self (vs. incoming attack)

You may dodge (without moving into another square) any one PHYSICAL ATTACK (including a falling DESTROYED WALL), and have a 50% chance to avoid an LOS SPELL attack. This spell is cast on yourself, so it may not be absorbed by another character.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Bloodstone

Item

Target: Self

POWER: While you have this stone, any damage you sustain is reduced by 1 point. (Prevents damage from SLOW DEATH.) Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Brainstone

Item

Target: Self

DISPLAY IMMEDIATELY.
POWER: When you first draw this card (not just pick it up), draw two more cards also. While you have this stone, your hand limit is 9 cards (including this one).

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Fighterstone

Item

Target: Self (vs. any in same square)

DISPLAY IMMEDIATELY.
POWER: While you have this stone, you do 1-4 damage with a punch.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Health Stone

Item

Target: Self

POWER: While you have this stone, any turn in which you do not move or pick up anything, you can recover 2 life points, up to a maximum of your starting amount (15). Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Powerstone

Item

Target: Any number card you play

POWER: While you have this stone, add 1 to any NUMBER card played. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Shadowstone

Item

Target: Self

POWER: While you have this stone, any damage you do physically (e.g., punch or dagger) to an opponent adds to your points equal to the damage done. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Shieldstone

Item

Target: Self (vs. incoming spells)

POWER: While you have this stone, you may use a NUMBER card as a COUNTERACTION against point or duration-based spells, reducing effects by value of the NUMBER card played. No effect without a NUMBER card. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Soulstone

Item

Target: Self (vs. magical attacks)

POWER: While you have this stone, your last 3 life points cannot be taken by spell attack; they can only be lost to physical damage. Life points spent voluntarily, as in POWER RUN, are not affected by Soulstone. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Speedstone

Item

Target: Self

POWER: While you have this stone, your movement rate is increased by 1. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Spell Stone

Item

Target: Self

DISPLAY IMMEDIATELY.
POWER: While you have this stone, you may draw an extra card each turn, up to your normal hand limit.

Source: Tom Jolly

(remove bottom portion at line)

Magic Stone

## Visionstone

Item

Target: Self

POWER: While you have this stone, you can see and cast LOS spells through any one wall (any type) or door. Only functions when you want it to, but REFLECTED SPELLS STILL AFFECT YOU. Does not work with UGLY, as opponent cannot see you. A corner counts as two walls. Display when used.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Add

Modifier

Target: Two number cards

You may add two NUMBER cards together for any single action. These NUMBER cards must be played together, immediately upon casting the ADD spell.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Adrenaline

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient may attack twice per turn. (Doesn't override any limits on how often a specific item may be used.) Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Alter Ego

Created Monster

Target: Same square

Creates a stationary double of yourself in the square you now occupy. It may use any of the spells in your hand, and you need not be within LOS for it to do so. Any damage at all destroys it.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Alter Reality

Spell

Target: Same sector

Take one of the unused boards, flip it over in a random orientation, and replace the one on which your wizard is standing. All tokens are moved onto the new board in the same relative positions. Tokens overlaying real walls (such as WALL OF FIRE) are removed.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Amplify

Modifier

Target: One of your spells

Doubles the power of one point or duration-based spell. Two AMPLIFY spells quadruple spell power when used together. If used with SHIELDSTONE, WIZARDBLADE, or other permanent magic items, only affects that item for one use.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Amplify

Modifier

Target: One of your spells

Doubles the power of one point or duration-based spell. Two AMPLIFY spells quadruple spell power when used together. If used with SHIELDSTONE, WIZARDBLADE, or other permanent magic items, only affects that item for one use.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Animate Object

Enchantment/Curse

Target: Any moveable uncarried item in LOS

Animates a moveable, uncarried item, placing it under your control. Movement: 2, Life: 1. "Killing" the item merely returns it to an inanimate state. Animated items have all normal qualities (weapons can attack, etc.). NOT considered a MONSTER, CREATURE or CREATION.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Around the Corner

Modifier

Target: One of your spells

Cast any LOS spell around one corner (up to 180 degrees). REFLECTIONS will still reach you.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Astral Projection

Modifier

Target: One of your spells

Cast one of your LOS spells anywhere on the board. REFLECTIONS have no effect on you.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Big Man

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Makes recipient so large that he fills up the corridor. No one can pass him, cast spells past him, or enter his square. Can reach and be reached from an adjacent square. Can push others (but not items) down the corridor ahead of him as he moves. (At intersections, opponent gets to decide which branch to enter.) Can also step over short obstacles like a PIT, TACKS, SPEED BUMP or KILLER OOZE. BIG MAN and SHRINK cancel each other. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Boobytrap

Created Object

Target: Empty squares (no LOS needed)

Take three blank tokens and the boobytrap token, placing each of them face down on empty squares. Whoever first walks over the one boobytrapped token takes 4 physical damage. You and your controlled creatures may move across the boobytrapped token without harm, unless BLIND. Permanent until triggered. Spells affecting CREATIONS target just one of the tokens.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Control Creation

Spell

Target: Opponent's controlled creature in LOS

Allows you to permanently take over control of any one creature which is presently under someone else's exclusive control (an ANIMATED OBJECT is not a creature). Cannot be COUNTERACTED (unless the creature can carry a spell).

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Create Door

Created Object

Target: Any wall or corridor in LOS

Creates a locked door in a solid wall or across a corridor. If created adjacent to you, you may hold it open as it appears. If cast on an ILLUSION WALL, it modifies the existing illusion to be that of a wall with a door in it (still real to believers, but not there for non-believers).

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Create Wall

Created Object

Target: Between any two squares (in LOS)

Creates a section of permanent wall, one square long.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Create Wall

Created Object

Target: Between any two squares (in LOS)

Creates a section of permanent wall, one square long.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Decoy

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Produces a permanent double of recipient, occupying the same square and moving with her (there is no playing piece for DECOY). Any attack against her has a 50% chance of striking the double (a roll of 1 or 2 on the D4). If the double is hit, it disappears, or she can expend 2 life points to retain it.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Deja-Vu

Spell

Target: Discard pile

Allows you to go through the discard pile and retrieve any one card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Destroy Wall

Spell

Target: One section of wall in LOS

Completely crumbles one section of wall. Anyone in either square next to the wall takes 4 physical damage (not considered an attack). Will also destroy wall sections with doors.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Destroy Wall

Spell

Target: One section of wall in LOS

Completely crumbles one section of wall. Anyone in either square next to the wall takes 4 physical damage (not considered an attack). Will also destroy wall sections with doors.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Disguise Magic

Modifier

Target: One of your ATTACK spells

Disguises the accompanying ATTACK spell, which is then played face-down, along with any necessary modifier cards (NUMBER, AMPLIFY, etc.) Your target must play any COUNTERACTION(s) before finding out what your attack spell is. Inappropriate counterspells have no effect, and are discarded. No other counteractions may be taken against this spell.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Dispel Creation

Spell

Target: Any creation

This spell un-creates any created object or character. (A destroyed wall is not considered a creation.) Spells that are inside or on dispelled creations dissipate harmlessly. If a PIT is dispelled, anything that was in it appears at floor level.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Dispel Creation

Spell

Target: Any creation

This spell un-creates any created object or character. (A destroyed wall is not considered a creation.) Spells that are inside or on dispelled creations dissipate harmlessly. If a PIT is dispelled, anything that was in it appears at floor level.

Source: Tom Jolly

(remove bottom portion at line)

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Spell

Target: Any creation

This spell un-creates any created object or character. (A destroyed wall is not considered a creation.) Spells that are inside or on dispelled creations dissipate harmlessly. If a PIT is dispelled, anything that was in it appears at floor level.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Door-To-Door

Enchantment/Curse

Target: Any two doors

Creates a warp connecting two doorways. Take the 2 door-to-door tokens and place them on existing doors. The "A" side of one door now connects to the "A" side of the other, and the "B" connects to "B". You may open the doors once as you cast this spell. Destroying or permanently unlocking a door ends this spell, which is otherwise permanent.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Double Barrel

Modifier

Target: One of your ATTACK spells

When played with any point or duration-based ATTACK SPELL, opponent takes damage as if hit by two separate half-strength spells (round odd numbers up). The two attacks must be COUNTERACTED separately, if at all.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Dust Cloud

Created Object

Target: Any empty square in LOS

Creates a permanent magical cloud of dust that obscures one square. Anyone passing through it must roll a D4 (each number signifying a direction) to see where he goes (or if a spell is cast, where the spell goes). Bumping into a wall counts as one space of movement; re-roll for each movement point. Blocks LOS, even if you have VISIONSTONE. Reaches ceiling.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Exploding Door

Spell

Target: Any door in LOS

Target door explodes into a million splinters away from the side on which you stand, doing 3 physical damage to anything (excluding walls) within LOS of the door on the other side. An open passage is left where the door used to be. If cast on a SAFE, only the SAFE gets destroyed and its contents do not. If cast on DOOR-TO-DOOR, remote door is the one destroyed.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Extend

Modifier

Target: One of your duration-based spells

Doubles the length of the accompanying duration-based spell. Will also work with AMPLIFY. Must be used when spell is first cast.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Fear

Enchantment/Curse

Target: Self (or controlled creature in LOS)

For NUMBER turns, no one (not even allies) will move to within 3 spaces of recipient, even if walls separate them. All must move away from him on their turn if within range, if they can (unless immobile or at a dead end), even if the only option is to use a card or run into a dangerous obstacle to escape. Those in fear choose which direction to run when options exist, as long as it isn't toward the source of fear! (As a LAST RESORT only, one can move farther away "as a wizard walks" even if momentarily closer in absolute distance.)

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Fill `Er Up

Spell

Target: Self

You may draw enough new cards to fill your hand. This does not end your turn.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Fill Square With Slime

Created Object

Target: Any empty square in LOS

Creates a cube of lime-flavored gel filling an entire square. There is no LOS through it, nor can it be flown over. Anyone entering the slime ends their movement for the turn. Spells cast at the slime get stuck there, affecting anyone in the slime or entering it later on (spells "go off" only once). Counteractions against "trapped" attacks do not affect the caster of the attack. Destoyed by any WATERWALL or a 5-point WATERBOLT.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Fill Square With Stone

Created Object

Target: Any empty square in LOS

Creates an impenetrable block of stone completely filling an empty square. This not a wall, so no "wall" associated spells will affect it.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Fill Square With Stone

Created Object

Target: Any empty square in LOS

Creates an impenetrable block of stone completely filling an empty square. This not a wall, so no "wall" associated spells will affect it.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Flame On

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Allows recipient to burst into flame. Each turn, starting the turn cast, she takes 2 magical damage (not counteractable), but can cast a small FIREBALL (4 damage) every turn and is immune to any Fire damage. Recipient may "flame-off" whenever desired, thereby ending the spell. WATERBOLT or WATERWALL will extinguish flames. Any FIREBALL damage that gets through destroys all MAGIC STONES carried by opponent.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Flight

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Allows recipient to fly over any obstacle that doesn't reach the ceiling, as well as anyone on the ground, keeping out of others' reach (unless they can fly or reach adjacent squares, like BIG MAN). REMOVE CURSE, if cast on recipient, will make her fall for 1-4 damage. WATERWALL has no effect on her. At turn end she is assumed to be flying unless stated otherwise, even if she has just picked up an item. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Handful Of Tacks

Item

Target: Adjacent empty square

Not a spell. Fills one square with tacks. Anyone walking into them takes 3 damage, or must spend an entire turn adjacent to them (doing nothing else) to sweep them up and reuse them later (or discard them). WATERWALL washes them away.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Hard Cell

Spell

Target: Magic stick or duration spell in LOS

Allows you to add 3 charges to any one magic item having at least 1 charge left, or extend any active duration spell 2 turns.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Hard Cell

Spell

Target: Magic stick or duration spell in LOS

Allows you to add 3 charges to any one magic item having at least 1 charge left, or extend any active duration spell 2 turns.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Howling Vacuum

Spell

Target: Same sector

Anything moveable in the sector you are in moves one space closer to you. "Closer" means toward you as a wizard would walk along the shortest path possible (even through a WALL OF FIRE, DUST CLOUD, etc.) If there are 2 paths of equal distance, then the object or character does not move. BUSHES, SLIME and similar creations block the air flow.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Illusion Wall

Created Object

Target: Between any two squares (in LOS)

Creates a fake wall, one square long. Each character has one 50% chance to see that it is fake, when they gain LOS to it. It is real for the rest of the game for those who fail this chance. For those who believe it is real, it will stop spells and thrown items, and can take damage. If a believer destroys an Illusion Wall, it is only destroyed with respect to that character, not everyone else. Caster may move through it freely. Blocks LOS even if you know it is fake.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Jam Lock

Action

Target: Any door in LOS

Not a spell. Lets you permanently jam a door lock so that nobody can use that door. You also may not pass through.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Janitor

Spell

Target: Nearby tokens

Allows you to discard ALL board tokens within 2 spaces of you (even through walls), except TREASURES and player wizards.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Killer Ooze

Created Monster

Target: Any empty square in LOS

Covers the surface of one square with acidic ooze. Anyone entering the ooze takes 1 damage, and on a roll of 1 or 2 on the D4, falls down, drops any TREASURE, takes 2 more damage, and is unable to move for the rest of the turn. Any following turns that he tries to stand and exit must be rolled again as stated. Only 5 points of FIRE damage will destroy the ooze.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Lifesaver

Enchantment/Curse

Target: Self

DISPLAY IMMEDIATELY.
You are now immune to the effects of losing both of your treasures to other players' HOME BASES. This effect is permanent. Discard after use. Not applicable in a 2-player game.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Mad Dash

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Doubles recipient's movement (including NUMBER cards and other add-ons) for one turn. One cannot carry TREASURES while exerting oneself under Mad Dash. If cast after some movement has been made, doubles remaining movement points.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Master Key

Item

Target: Adjacent door

DISPLAY IMMEDIATELY.
While you have this item, you may unlock any door that you are adjacent to (but door locks again behind you). You may "hold the door open" for others, if you wish. Does not work on a JAMMED LOCK.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Mist Body

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient turns to mist, and can pass through doors and other obstacles that aren't air-tight (solid walls are). May not attack or be attacked physically, except by fire. Items become "misted" when touched, so recipient may pick up and carry items normally. Any dropped or thrown item becomes solid. Recipient can ignore SAFES. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Pass The Buck

Created Creature

Target: Any empty square in LOS

Creates a huge, mild-mannered buck with big antlers. He has 10 life points, and he is quite impossible to pass (unless you can FLY over him); even BIG MAN cannot push this beast. Any player may move the buck 1 space during his turn. Buck cannot enter spaces with characters, and it blocks LOS. Can be punched or attacked from an adjacent square.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Pass Through Wall

Spell

Target: Any wall

Allows passage through one wall or door. Works on ILLUSION WALL, normal walls, WALL OF FIRE, etc.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Permawarp

Created Object

Target: Any square except home bases

Take two Permawarp tokens and place them anywhere on the board (except HOME BASES). This is now an (optional) open warp from one token to the other, and movement between them counts as one space. You can't create anything on a Permawarp, but you can put down an item there, or walk around it in the same space. There is no LOS through the warp, but it does not block local LOS.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Pick Lock

Action

Target: Adjacent door

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

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Pick Lock

Action

Target: Adjacent door

Not a spell. Unlocks an adjacent door (but the door will re-lock behind you). You may "hold the door open" for others, if you wish. Discard after use.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Pit

Created Object

Target: Any empty square in LOS

Creates a pit. To jump over, roll a D4. On a roll of 1 you fall in, taking 2 damage. Roll a 1 or 2 on later turns to climb out. Takes a whole turn to climb into or out of a pit. WATERWALL reaching pit does 2 damage to anyone in it, but lifts him to top. Drains in 1 turn; can swim across using normal movement when filled. Doors adjacent to a pit cannot be opened from that side (unless flying). FILL SQUARE WITH STONE fills pit, lifting anything in it back up to the main floor. You CAN create things within an empty pit.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Power Attack

Modifier

Target: One of your damaging spells

Allows you to use up your life points, adding the amount sacrificed to one of your own point-based ATTACK SPELLS, including Magic Stick spells.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Power Run

Spell

Target: Self

Lets you trade your life points for extra movement, at the rate of one point per one space. This is in addition to any NUMBER card played.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Public Funds

Spell

Target: All treasures

YOU MUST IMMEDIATELY SHOW THIS CARD TO ALL PLAYERS WHEN YOU GET IT, but it need not be permanently displayed, and it need not be played right away. This spell permanently causes all treasures to be neutral, that is, not owned by anyone. Any treasure on the board is available as part of the 2 treasures you need to win. No player may lose due to placement of his 2 treasures on HOME BASES.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Push Object

Spell

Target: Any moveable uncarried object in LOS

Causes a moveable, uncarried object to move away from you until it runs into a character or fixed obstacle (such as a solid wall or SLIME). If it strikes anything damageable, it does 2 physical damage. If it strikes a BUSH, BRAMBLES or SLIME, the object ends up inside (unless impossible). If the object starts in your space, you decide initial direction.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Rejuvenation

Spell

Target: Self (or any living thing in LOS)

Target living character or plant gains life points equal to the NUMBER card played, up to its starting maximum (15 for a wizard). No effect on UNDEAD.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Relocate Sector

Spell

Target: Any sector

Allows you to relocate (but not rotate) any one sector to any other area, so long as all sectors are still connected together (directly or indirectly). Any affected AUTOWARP and REWARP tokens disappear, replaced by straight-across warps.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Remove Lock

Action

Target: Adjacent door

Not a spell. Permanently removes lock from any one adjacent door. Door is still considered to block LOS.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Rewarp

Spell

Target: Two external sector exits

Swap two external sector exits. Signify their new directions by placing the "A" tokens on one set of exits and the "B" tokens on the other set of exits. These stay in place unless any one token of the four is moved by use of RELOCATE SECTOR, in which case REWARP goes away. REWARP affects entire sector sides. ROTATE SECTOR does not rotate the counters.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Ricochet

Modifier

Target: One of your spells

Allows you to bounce any LOS spell around two 90 degree corners. REFLECTIONS will still reach you.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Rosebush

Created Object

Target: Any empty square in LOS

Creates a fragrant but thorny rosebush which fills one square, blocking LOS. Causes 3 damage to anyone passing through it. 5 points of damage will destroy it.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Rotate Sector

Spell

Target: Any sector

Allows you to rotate any one sector 90 degrees.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Safe

Created Object

Target: Any empty square in LOS

Creates an immobile safe, within which you can secure one treasure or other item. All LOCK-type cards will work on it. To smash it open takes 15 damage, and it is immune to FIRE. Getting an item from a safe counts as picking that item up. Safe dispels if item removed. Creator of safe knows the combination and may open it freely. Like all creations, a safe cannot be placed on a HOME BASE.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Shadow

Created Monster (Undead)

Target: Any empty square in LOS

Creates a temporary, undead shadow that you control. Maintaining it costs 1 of your life points at the beginning of each turn, starting the turn created. Shadow can punch for 1 damage, move 3 spaces per turn, and carry (but not use) items. It cannot be altered by spells such as MIST-BODY, SHRINK, etc. Any damage at all destroys it. Sustaining the shadow during a "lost turn" still costs a life-point.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Shatter

Modifier

Target: One of your attacks

Quadruples damage done by an attack against any non-wizard target (walls, creatures, bushes, etc.)

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Speed

Spell

Target: Self

Allows one extra turn. Cannot be used during a "lost turn", as you would have no turn in which to use it. Must be played before new cards are drawn after first turn. You may draw cards after each turn. (Any CREATURES you control get an extra turn, too.)

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Speed

Spell

Target: Self

Allows one extra turn. Cannot be used during a "lost turn", as you would have no turn in which to use it. Must be played before new cards are drawn after first turn. You may draw cards after each turn. (Any CREATURES you control get an extra turn, too.)

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Stone To Water

Spell

Target: Stone wall section or block in LOS

Turns either a wall or a solid stone block into water. A wall turns into a WATERWALL with a range of 2. A solid stone block turns to a WATERWALL with a range of 4. In the latter case, any character within 4 spaces is washed back 4 spaces (including you, if applicable). Anyone who can't go straight back 4 spaces takes 1 point of physical damage for each space not moved.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Strength

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Doubles all physical damage recipient does to others, and allows him to physically tear an item (including TREASURE) out of the grasp of someone in the same space (an ATTACK). (This does NOT count as picking up an item and does not end one's turn.) The opponent must roll a 1 on the D4 to retain the item each turn. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Swap Home Bases

Spell

Target: Opponent in LOS

Swap your HOME BASE with any other player, so long as you both have an equal number of treasures on your home bases. You must be within LOS of the player with whom you are swapping.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Swap Sectors

Spell

Target: Any two sectors

You may swap (but not rotate) any two sectors. REWARP and PERMAWARP counters do not move with the sectors, but remain in place, as does the AUTOWARP if used. Not applicable if there are only 2 sectors.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Swarthmore's Enchantment

Enchantment/Curse

Target: Any object in LOS

Adds 1 point of magical damage to the damage done by any object (such as DAGGER, MAGIC STONES, THORNBUSH, etc.) This enchantment is permanent unless REMOVE CURSE is cast on the target.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Teleport Beacon

Item

Target: Anyone teleporting

When this item is turned ON, if any character tries to teleport, they end up in the same space as the beacon. Has no effect on teleported objects. Beacon can be carried, or it can be dropped anywhere on the board. If you secretly carry this, it is assumed to be ON unless you announce otherwise. You can switch it ON or OFF anytime during your turn (without picking it up). It must be OFF for you to teleport yourself. COUNTERACTABLE as a spell.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Teleport Creation

Spell

Target: Any creation in LOS

Teleports any created character or object in your LOS to any vacant space (except a HOME BASE) on the board, including normally immobile creations such as a PIT, SAFE, etc.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Teleport Object

Spell

Target: Any moveable uncarried object in LOS

Allows you to teleport a moveable, uncarried object up to 4 spaces (but not to a HOME BASE). You must have LOS with the object before you teleport it, not necessarily with its destination.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Thornbush

Created Object

Target: Any empty square in LOS

Creates a thornbush that permanently blocks an entire square. 5 points of damage will destroy it. If a character enters it, his turn ends, he loses his next turn, and he takes 1 point of physical damage from thorns. Blocks LOS.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Thornbush

Created Object

Target: Any empty square in LOS

Creates a thornbush that permanently blocks an entire square. 5 points of damage will destroy it. If a character enters it, his turn ends, he loses his next turn, and he takes 1 point of physical damage from thorns. Blocks LOS.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Time Warp

Spell

Target: All active duration spells

Makes a number of turns zip by equal to the NUMBER card played. This affects all duration-type spells by burning up any turns left for the spell. Effects of active duration spells, such as damage, still occur. No one can perform any action during these lost turns (except INTERRUPT). Your turn then continues as normal.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Tiny Swap

Spell

Target: Special (in LOS)

Lets you swap any two UNCARRIED objects, characters, or any combination of the same, as long as both are in your LOS. In the case of swapping a character for a created wall, the character could end up in either square adjacent to where the wall was, and vice-versa. Both targets, once swapped, must still be in your LOS afterwards. Cannot be used to place an immovable creation on a HOME BASE.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Trader

Spell

Target: Two mobile items on the floor in LOS

Swap any two moveable items that are resting on the floor, both within your line-of-sight. Does not overcome GLUE. Does not work on characters.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Ugly

Spell

Target: Self (or controlled creature in LOS)

Recipient momentarily becomes so ugly that all opponents in LOS immediately retreat as far away as necessary to avoid LOS, along the shortest path available. This happens during YOUR turn. Passage through firewalls and bushes blocks LOS. For multiple corridor choices, opponent rolls D4 for random direction. Affects SHRUNK and INVISIBLE opponents. The ugliness fades immediately after taking effect.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Vampire Form

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient transforms into a bat. Base movement increases to 7, he can bite for 2 damage, and the chances of being hit by any attack are 1 in 4. May not carry treasures or cast spells, but can carry and use other items. Can fly over obstacles that don't reach the ceiling. The turn bat changes back, base movement returns to normal. Duration = NUMBER card. (If cast on self, you may end the spell before the full duration.)

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Wall Of Fog

Created Object

Target: Between any two squares in LOS

Creates a wall of fog which allows movement but not LOS through it. It is permanent until destroyed or dispelled. Wall of Fire and Wall of Fog will destroy one another. Fireball and Waterwall will dispel it (but Fireball would lose all effectiveness, while Waterwall would not).

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Wall Of Glass

Created Object

Target: Between any two squares (in LOS)

Creates a glass wall which allows LOS but not movement through it. It is permanent until destroyed. A single attack doing 6 damage or multiple attacks doing 10 damage will shatter it. Spells may be directed at the wall or through it.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Ward

Spell

Target: Opponent (special)

When a character picks up one of your own treasures, you may play at that time (out of turn) this card on her, signifying that she has set off a trap (you need not specify in advance which treasure is trapped). Causes 3 magical damage; affected opponent also has a 50% chance of dropping the treasure. COUNTERACTIONS against WARD have no effect against you, but otherwise work as written.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Warp Stick

Item

Target: One wall section in LOS

Each charge makes one section of wall (or door) disappear during your turn, reappearing at the end of your turn. Charges = NUMBER card. Usable once per turn; discard when used.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## Werewolf Form

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient transforms into a large, hairy Werewolf. Base movement increases by 1, and he can punch for 1-4 damage. Werewolf may not cast spells except for COUNTERACTIONS, but can still carry and use all items. Recipient may remain a Werewolf indefinitely, but changing back stops the spell.

Source: Tom Jolly

(remove bottom portion at line)

Neutral

## X-Ray Vision

Modifier

Target: Self

Allows LOS through any two walls (or other obstacles) to cast any one spell. REFLECTED spells that would have to pass through something have no effect on you.

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Attack

## Drag

Spell

Target: Any character or uncarried object in LOS

Drags any character or uncarried, moveable object towards you until it runs into a solid obstacle (such as a wall) or arrives in your square. Anyone dragged into/through an obstacle suffers normal effects. No effect on anything GLUED down or LOCKED IN PLACE. Will with modifiers such as AROUND THE CORNER. Considered an ATTACK if cast on opponent.

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Attack

## Ghost Form

Enchantment/Curse

Target: Self (or anyone in LOS)

Transforms target into a ghost. Ghost can walk through anything without damage, but cannot punch others or be affected by physical damage. Ghost drops all carried items and cannot pick anything up; items drawn while a ghost get discarded or dropped (player's choice). Can still cast spells, attack and be attacked. Neutral if cast on self, ATTACK if cast on others. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Attack

## Glue

Enchantment/Curse

Target: Any object in LOS

Keeps an object in place for a duration equal to TWICE the NUMBER card played, making it impossible to pick up, move or drop (if carried). Considered an ATTACK if cast on an opponent's carried item. Does not work on characters.

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Counteraction

## Interrupt

Spell

Target: Self

STOP THE GAME and cast any one spell. For any spell in progress, the interrupting spell acts first. This has priority over OPPORTUNITY FIRE.

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Counteraction

## Invisible

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient becomes invisible; any attack targeting her has only a 1 in 4 chance of hitting. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Counteraction

## Opportunity Fire

Spell

Target: Self

You may perform an ATTACK out of turn, interrupting another player's turn. The other player must not be moving and must finish any spell started before you may perform your attack.

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Counteraction

## Reuse Spell

Spell

Target: One of your spells

You may retrieve any spell you use immediately after you use it (but not the NUMBER card, if used). You may reuse your retrieved spell immediately if you wish (except when it is an ATTACK).

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Counteraction

## Shrink

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Recipient shrinks. Opponent must roll a 1 or 2 on the D4 to hit in any attack. Attacks that miss hit nothing. Base movement is halved (round up), but NUMBER cards can be played normally. Cancels BIG MAN. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Counteraction

## Teleport

Spell

Target: Self

Lets you teleport to any square within 4 spaces, but not to a HOME BASE. You may take your normal movement before playing this card, but your movement ends after you play it. If used as a COUNTERACTION, the attack has no chance of hitting and hits nothing. (If destination is not an empty square, you are affected normally by any contents.)

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Counteraction

## Wall Of Fire

Created Object

Target: Between any two squares (in LOS)

Creates a temporary barrier of fire across any corridor. Anyone passing through it takes 4 magical damage. As a COUNTERACTION, it will stop a WATERBOLT. Blocks LOS. Duration = NUMBER card.

Source: Tom Jolly

(remove bottom portion at line)

Neutral / Counteraction

## Waterwall

Spell

Target: Between any two squares (in LOS)

Creates a wall of water that instantly collapses, washing any character within 2 spaces back 2 spaces (including you, if applicable). Anyone who can't go straight back 2 spaces takes 1 point of physical damage for each space not moved. Acts as COUNTERACTION to FIREBALL or WALL OF FIRE (while still washing characters). Extinguishes any fire in its path. Can't be cast up against another wall, only between two spaces.

Source: Tom Jolly

(remove bottom portion at line)

Trap

## Bomb Trap

Action

Target: Immediate area

DISPLAY IMMEDIATELY.
KABOOM! You just set off a bomb. Tough luck. You, everyone, and everything within 4 squares (around corners but not through walls) take 3 physical damage. Discard after use and redraw.

Source: Tom Jolly

(remove bottom portion at line)

Trap

## Fit Of Frenzy

Enchantment/Curse

Target: Self

DISPLAY IMMEDIATELY.
Lose your temper. Immediately drop any TREASURE you may be carrying, and on your next turn, go attack someone. You may not pick anything up during this period. After attacking someone (even if unsuccessful), you may return to normal and do as you wish. This also cancels BUDDY, if you are under its effect. Discard after use and redraw.

Source: Tom Jolly

(remove bottom portion at line)

Trap

## Gift From Above

Spell

Target: Self

DISPLAY IMMEDIATELY.
Add 3 life points to your total, now. You may go higher than 15 points. Discard after use.

Source: Tom Jolly

(remove bottom portion at line)

Trap

## Gift From Below

Spell

Target: Self

DISPLAY IMMEDIATELY.
Sorry, bud. You lose 3 points to magical damage, now. (You may use COUNTERACTIONS if you wish.) Discard after use and redraw.

Source: Tom Jolly

(remove bottom portion at line)

Trap

## Klutz

Spell

Target: Self

DISPLAY IMMEDIATELY.
Butter mysteriously appears all over your hands. You immediately drop all carried items, then the butter disappears. Discard after use and redraw. Note: you may only pick up 1 item per turn.

Source: Tom Jolly

(remove bottom portion at line)

Trap

## Load Stone

Enchantment/Curse

Target: Self

DISPLAY IMMEDIATELY.
POWER: This card does nothing but take up space in your hand. You may not discard it (unless other cards require it). If you enter a space with another wizard you may give it to him (an ATTACK), and he must discard a card to take it if he already has a full hand. FULL REFLECTION and SHIELD will stop it, even if it's drawn. This is considered to be a MAGIC STONE.

Source: Tom Jolly

(remove bottom portion at line)

Trap

## Trap!

Spell

Target: Self

DISPLAY IMMEDIATELY.
You fool! You just walked into an old trap. Lose your next turn. Discard after use and redraw.

Source: Tom Jolly

(remove bottom portion at line)

Attack

## Firefly Stick

Item

Target: Any empty square in LOS

This Magic Stick has charges equal to the NUMBER card played when first used. Each charge creates a flying firefly within LOS. (Movement: 5, Life: 1.) Each firefly can attack someone in its square for 1 magical fire damage. If an opponent takes possession of the stick, you still control the fireflies you created. WATERBOLT will destroy all fireflies in its path; WATERWALL has no effect. Usable once per turn; discard after all charges have been used.

Source: Tom Jolly

(remove bottom portion at line)

*

Attack

## Large Rock

Item

Target: Any in LOM

This hefty stone causes 2 damage when thrown. Retrievable by anyone after it is thrown.

Source: Tom Jolly

(remove bottom portion at line)

*

Counteraction

## Clone Self

Spell

Target: Self

If you die (from damage only, not from lost treasures), play this card. A new "you" appears on your HOME BASE, with 7 life points and no cards at all. All creatures you controlled disappear. All duration spells that were on you cease. In all other ways, "death" occurs normally, per the rules. If killed during your own turn, you may start moving and draw cards next turn.

Source: Tom Jolly

(remove bottom portion at line)

*

Attack

## Apply To Other

Modifier

Target: Opponent in LOS (special)

Turns the accompanying NEUTRAL card into an ATTACK, letting you apply its effect to an opponent in LOS. Only usable with NEUTRAL cards that normally affect yourself. Enemy may COUNTERACT, as usual.

Source: Adam Rixey

(remove bottom portion at line)

Attack

## Apprentice

Created Monster

Target: Any empty square in LOS

Creates an eager apprentice that you control. Movement: 3, Life: 4. Apprentice acts like a normal wizard, but is limited to 2 cards in hand, may never draw cards, and is too weak to lift a treasure. Also, the apprentice may not play a card on the same turn it is given to him. You must be in LOS with the apprentice to provide cards.

Source: Lindsey Dubb

(remove bottom portion at line)

Attack

## Ball And Chain

Enchantment/Curse

Target: Opponent in LOS

Curses opponent, attaching a magical ball and chain that reduces base movement by 1. Also subtracts 1 from each NUMBER card the victim uses for movement. Takes 5 damage to destroy.

Source: Reed

(remove bottom portion at line)

Attack

## Big Bell

Enchantment/Curse

Target: Opponent in same square

Curses opponent, placing a mystical bell around his neck. His approach is now announced in advance. When victim enters the LOM of another wizard (but not a creature), that wizard has the option of casting an attack spell at him out of turn. Bell is destroyed by 5 damage.

Source: Reed

(remove bottom portion at line)

Attack

## Big Club

Item

Target: Any in adjacent (not same) square

This huge mace causes 3 damage to an adjacent wall, door, or target in an adjacent square, but NOT in the same square (it's that big). Costs 1 movement point to use.

Source: Reed

(remove bottom portion at line)

Attack

## Boot To The Head

Action

Target: Any in adjacent square

Not a spell. Causes NUMBER points of physical damage to anything in an adjacent (not same) square.

Source: Cedrik

(remove bottom portion at line)

Attack

## Chain Lightning

Spell

Target: All opponents in LOM

A small LIGHTNING BLAST strikes all opponents within LOM, causing each to take 1 damage and lose 1 turn. Each target may attempt to COUNTERACT separately.

Source: Lindsey Dubb

(remove bottom portion at line)

Attack

## Charm Stick

Item

Target: Any creature in LOS

Each charge lets you control the actions of one creature in LOS during your current turn. The player that normally controls the creature does not get to control it during her next turn. Charges = NUMBER card. Usable once per turn; discard when used.

Source: Avatar

(remove bottom portion at line)

Attack

## Chores

Enchantment/Curse

Target: Opponent wizard in LOS

While in effect, target wizard cannot exit any square without first picking up all items in that square. Duration = NUMBER card.

Source: Klimek

(remove bottom portion at line)

Attack

## Cone of Cold

Spell

Target: All life in straight line in LOM

Bone-chilling frost inflicts magical damage equal to NUMBER card played, minus 1 point per square of distance between you and the target, to every LIVING thing along one straight line within your LOM. Even friendly targets are affected. No effect on non-living objects or UNDEAD.

Source: Cain

(remove bottom portion at line)

Attack

## Create Clone

Created Monster

Target: Any empty square in LOS

Duplicates an existing creature in LOS. You control the new clone. (When creating the clone, ignore any spells or damage effecting the original creature.)

Source: Cedrik

(remove bottom portion at line)

Attack

## Disarmament

Spell

Target: Opponent in same square

You are temporarily granted the strength to rip off an opponent's arm, causing 3 damage. The victim may now only carry one item at a time. You may use the arm as a club which causes 2 damage and counts as a card in your hand. The arm cannot be discarded but can be dropped. If victim regains his arm, he can reattach it. REMOVE CURSE or any healing spell will cause a replacement arm to grow.

Source: Reed

(remove bottom portion at line)

Attack

## Exploding Creature

Spell

Target: Any creature in LOS

Target creature explodes, causing damage to all characters within LOM (including you, if applicable). Damage equals the amount of life points the creature had.

Source: Avatar

(remove bottom portion at line)

Attack

## Extortion

Spell

Target: All wizards

All opponent wizards must give you a card or suffer 1 magical damage, their choice. (Includes APPRENTICE, if present.)

Source: Smith

(remove bottom portion at line)

Attack

## Graffiti

Enchantment/Curse

Target: Adjacent wall

Write something insulting about target wizard on an adjacent wall. Until it is wiped off (by touch), or curse is removed, or wall is destroyed, target suffers from distraction of knowing it's there: On a roll of 1 or 2 (D4) at the end of each affected turn (just before discarding/drawing cards), victim loses a random card.

Source: Klimek

(remove bottom portion at line)

Attack

## Half Life

Spell

Target: Opponent in LOS

Cuts opponent's life points in half (round remaining points up). No effect upon objects. If AMPLIFIED, apply the effect twice in succession. If REFLECTED, each loses 1/4 life points.

Source: Reed

(remove bottom portion at line)

Attack

## Hex

Enchantment/Curse

Target: Opponent (no LOS needed)

Opponent anywhere on the board becomes cursed, allowing you to determine the outcome of the next NUMBER die rolls affecting that opponent. Cannot be used to harm anyone other than the target (e.g., you could not make the target succeed in hitting someone.)

Source: Jeff Barrett

(remove bottom portion at line)

Attack

## Hit and Run

Spell

Target: Any in LOS

Causes magical damage equal to the NUMBER card played, and also knocks the CASTER back one square for every point of damage delivered. You can go in any direction, around corners, etc., as long as you travel away from the target of the spell. REFLECTION causes both to take damage, but only the caster will be knocked back.

Source: Brainiac

(remove bottom portion at line)

Attack

## Kiss of Death

Enchantment/Curse

Target: Opponent in same square

Curses opponent, causing magical damage equal to TWICE the NUMBER card played. Effect is delayed until after a number of turns equal to the same NUMBER card. Considered a CURSE; other COUNTERACTIONS can be used only when first cast.

Source: Reed

(remove bottom portion at line)

Attack

## Masochist

Spell

Target: Opponent in LOS

Opponent hits self. He must play a NUMBER card if he has one. Damage to opponent equals NUMBER card he plays.

Source: Cedrik

(remove bottom portion at line)

Attack

## Minor Curse

Enchantment/Curse

Target: Opponent (no LOS needed)

Opponent anywhere on the board cannot attack, move, or cast spells (your choice) during her next turn.

Source: Smith

(remove bottom portion at line)

Attack

## Myopia

Enchantment/Curse

Target: Opponent (no LOS needed)

Opponent anywhere on the board becomes temporarily short-sighted, his LOS limited to adjacent spaces only (even with Crystal Ball, Visionstone, Astral Projection, X-ray Vision, etc.) Duration = NUMBER card.

Source: Klimek

(remove bottom portion at line)

Attack

## Pack Rat

Enchantment/Curse

Target: Opponent in LOS

Curses opponent for a duration equal to the NUMBER card played. Opponent may not voluntarily drop items, discard cards, or give items or cards to another player. Victim can still be compelled to drop or discard something (e.g., due to DROP ITEM or THIEF), but he cannot do so on his own.

Source: Jeff Barrett

(remove bottom portion at line)

Attack

## Pie In The Face

Item

Target: Opponent in LOM

When thrown at opponent, this delicious cream pie causes the target to lose 1 turn. Pie is destroyed after one use.

Source: Cedrik

(remove bottom portion at line)

Attack

## Poison

Enchantment/Curse

Target: Anyone in LOS

Target character loses 2 life points at the end of each of his turns. Duration = NUMBER card.

Source: Avatar

(remove bottom portion at line)

Attack

## Polymorph Creature

Spell

Target: Any creature in LOS

Exchange target creature for any other creature not already in play. Any duration spells or damage affecting creature before it was polymorphed are ignored. Controller does not change (except in cases where controller is variable in creature's new form).

Source: Klimek

(remove bottom portion at line)

Attack

## Quick Death

Enchantment/Curse

Target: Opponent in LOS

Opponent takes 1 magical damage for each cards she plays or discards. Can be COUNTERACTED initially, but later counteractions (e.g., ABSORB DAMAGE) work only momentarily. Duration = NUMBER card.

Source: Cedrik

(remove bottom portion at line)

Attack

## Rats

Created Monster

Target: Any empty square in LOS

Creates a group of rats that you control. Movement: 3, Life: 5. Rats move as a group. Group attacks once per round for each life point the rats have, each bite doing 1 damage. (Aside from having multiple attacks, treat rats as a single creature.)

Source: Kerim Aydin

(remove bottom portion at line)

Attack

## Sneeze

Spell

Target: Opponent in LOS

Draw a random card from opponent's hand. If this card is a spell (or an item that casts spells), it goes off in a random direction from opponent, affecting the nearest legal target in that direction. Otherwise, the card is dropped (if possible) or discarded.

Source: Kerim Aydin

(remove bottom portion at line)

Attack

## Steal Enchantment

Spell

Target: Opponent in LOS

Removes an enchantment from another character and applies it to yourself, with all of its current modifiers and remaining duration. If the enchantment reduces your chance to hit (e.g., INVISIBLE), you must still successfully hit your opponent. Does not work on objects, but does work on permanent enchantments such as LIFESAVER.

Source: Brainiac

(remove bottom portion at line)

Attack

## Stone Bane

Spell

Target: Opponent in LOS

Destroys all MAGIC STONES carried by opponent. You gain 1 life point for every stone destroyed. If REFLECTED, both players lose all stones and gain 1/2 point for each of opponent's stones (round up).

Source: Brainiac

(remove bottom portion at line)

Attack

## Stone Golem

Created Monster

Target: Any empty square in LOS

Creates a stone behemoth that you control. Movement: 3, Life: 10. Punches for D4+1 damage. Golem is dispelled instantly by DESTROY WALL or STONE TO WATER, or if it is ever outside your LOS at the end of your turn.

Source: Lindsey Dubb

(remove bottom portion at line)

Attack

## Stumble Stick

Item

Target: Opponent in same square

Each charge can be used to trip an opponent in your square. Opponent loses 2 movement points on her next turn, and on a roll of 1-2 on the D4, also drops any carried TREASURE. Charges = NUMBER card. Usable once per turn; discard when used.

Source: Avatar

(remove bottom portion at line)

Attack

## Sword

Item

Target: Any in same or adjacent square

When used, this razor-sharp blade causes 4 damage to anything in the same or an adjacent square. Anyone carrying the sword may not cast spells other than COUNTERACTIONS.

Source: Cedrik

(remove bottom portion at line)

Attack

## Time Bomb

Item

Target: Same or adjacent empty square

Place this item in same or adjacent empty square, along with two face-down number counters (not NUMBER cards) representing a fuse, which decrements one point for each player's turn. When the count reaches zero, exploding bomb does 10 damage to everything in the square (including walls and doors) and 5 damage to everything in each adjacent square. Bomb stops "ticking" if picked up, and fuse may be subsequently reset (or discarded).

Source: Klimek

(remove bottom portion at line)

Attack

## Transfer Curse

Spell

Target: Opponent in same square

Transfers one curse or enchantment that is currently on yourself to an opponent in the same square. Can include items like the LOADSTONE, temporary conditions like BLIND, or permanent conditions like SLOW DEATH.

Source: Reed

(remove bottom portion at line)

Attack

## Tree Ent

Created Monster

Target: Any empty square in LOS

Creates a tall wooden creature that you control. Movement: 2, Life: 8. Tree Ent can hit opponents (even flying ones) in same or adjacent space for 1 damage, or attempt to knock a carried item out of an opponent's hands. (Attempt succeeds on a roll of 1 or 2 on the D4.)

Source: Klimek

(remove bottom portion at line)

Attack

## Unfamiliar

Spell

Target: Opponent's monster in LOS

Give a spell to an opponent's monster. On a roll of 1-3 (D4), the monster comes under your control. Either way, the monster can cast whatever spell you give him on a subsequent turn.

Source: Klimek

(remove bottom portion at line)

Attack

## Whip

Item

Target: Opponent in LOM

When you use this item to attack an opponent in LOM, roll a D4. On a 1-3, opponent takes 1 damage and drops one carried item of your choice (among those you know about). On a roll of 4, you accidentally hit yourself: suffer the same effects (you choose which item to drop), and immediately end your turn.

Source: Avatar

(remove bottom portion at line)

Attack

## Wimp

Enchantment/Curse

Target: Opponent in LOS

Reduces all damage dealt by opponent to zero. Duration equals NUMBER card played.

Source: Cedrik

(remove bottom portion at line)

Attack / Counteraction

## Lasso

**Enchantment/Curse**

**Target: Any moving target in LOS**

Connect via an instant lasso to any moving target (including thrown item, opponent, etc.) in LOS. For 1 turn, the distance between you and target cannot increase. If target keeps moving, you are towed behind it. Space between you and target is considered occupied, and opened doors cannot close on Lasso. If cast on your own turn, Lasso is an ATTACK, with which you may drag another character or uncarried, moveable object. TELEPORTING dispels Lasso.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Already?

Spell

Target: Opponent entering your square

Turn suddenly ends for wizard who ENTERS YOUR SQUARE or whose controlled creature enters your square. They may take no further actions apart from discarding and drawing cards. (If they have a spell in progress, it is halted and they retain it.)

Source: Klimek

(remove bottom portion at line)

Counteraction

## Betrayal

Spell

Target: Monster in same square

Instead of attacking you, an opponent's monster in your space whispers something in your ear, then points at your opponent and laughs. You now control that monster.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Control Spell

Spell

Target: Opponent's spell (no LOS needed)

Take over as the controller of ANY SPELL (excluding a COUNTERACTION) as it is being cast. You make all decisions, control any creature created, target from your LOS, etc. If you control an ATTACK, opponent is not considered to have spent his attack for the turn.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Counterstrike

Spell

Target: Self (vs. incoming attack)

Does not block an attack, but allows you to perform one ATTACK at the same time you are attacked.

Source: Smith

(remove bottom portion at line)

Counteraction

## Cream Pie

Spell

Target: Incoming spell

Spell which targets you transforms into a otherwise harmless cream pie, blinding you until the end of THIS turn. All other characters having LOS to you may take no further actions this turn, as they are paralyzed with laughter.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Deadline Extension

Enchantment/Curse

Target: Self

For the next NUMBER turns you cannot be killed, nor can you be eliminated from the game by the loss of both treasures to opponents' HOME BASES. For this duration, you can exist even with zero life points.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Defend Minion

Spell

Target: Spell that targets your creature

Acts as a FULL REFLECTION against any SPELL attack targeting a creature that you directly control. The attack is reflected back upon the attacker. The creature does not have to be within your LOS.

Source: Brainiac

(remove bottom portion at line)

Counteraction

## Delay Effect

Spell

Target: Incoming spell

Incoming SPELL is not escaped, shielded or cancelled, but effects are postponed for a duration equal to NUMBER card played. Further COUNTERACTIONS may be played when delay expires--but only to offset effects (e.g., damage prevention, reflection, etc.).

Source: Klimek

(remove bottom portion at line)

Counteraction

## Dodge

Action

Target: Self (vs. physical damage)

Not a spell. Blocks any amount of physical damage from one attack (or other source).

Source: Robj

(remove bottom portion at line)

Counteraction

## Martial Arts

Action

Target: Incoming physical attack

Not a spell. Fully reflects one PHYSICAL ATTACK, such as a punch or weapon, back upon the attacker. Has no effect on spells.

Source: Brian Bankler

(remove bottom portion at line)

Counteraction

## Mindswap

Spell

Target: Opponent

Counteract any attack by swapping locations and all carried items with attacker. The attack fails.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Peace Offering

Spell

Target: Any attack

Counteract any attack by giving attacking wizard two cards of your choice from your hand. If used versus a monster, cards go to the controlling wizard.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Root

Enchantment/Curse

Target: Self (or any in LOS)

Momentarily (during the current player's turn only) prevents target from moving or being moved, even by spells such as TELEPORT, FEAR, UGLY or BIG MAN. Useable on self, on another character in LOS during her movement, or on an object in LOS that's about to be moved or picked up. If used against SWAP or TRADE spells, the non-rooted character/object still moves.

Source: Barrett & Avatar

(remove bottom portion at line)

Counteraction

## Scapegoat

Created Creature

Target: Same square (vs. LOS attacks)

An innocent goat that you control, having 3 life points and a movement rate of 3, instantly appears in your square. While in LOS of any opponent, it is automatically the target of any LOS attacks by that opponent.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Shelter Minion

Spell

Target: Spell that targets your creature

Negates any one attack targeting a creature that you directly control. The creature does not have to be within your LOS.

Source: Jeff Barrett

(remove bottom portion at line)

Counteraction

## Someone Else's Problem

Spell

Target: Incoming spell (special)

Redirects an incoming SPELL to a second opponent in LOS. If that opponent REFLECTs the attack, it is sent back to the original caster. Cannot be used unless there is an applicable target.

Source: Brainiac

(remove bottom portion at line)

Counteraction

## Suspense

Spell

Target: Incoming LOS spell

Any LOS spell just cast at you may be frozen in the caster's square without taking effect. Use a token to mark the spot. The frozen spell will retarget the next character to enter the square. REFLECTION or FULL REFLECTION may be used to redirect the suspended spell as it is triggered, to a new target in LOS.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Tiny Dodge

Spell

Target: Self (vs. incoming attack)

You may leap instantly into an adjacent space. If this move blocks LOS of an incoming LOS attack, or otherwise takes you out of range, the attack fails

Source: Klimek

(remove bottom portion at line)

Counteraction

## Trick Door

Spell

Target: Anyone using a door (no LOS needed)

Anyone who has just walked through a doorway instantly appears in any square on the board you choose, as long as it's adjacent to a door. Useable on self.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Turn Blue

Spell

Target: Self (vs. incoming attack)

Hold your breath and turn blue to cancel any attack. But lose your next turn.

Source: Klimek

(remove bottom portion at line)

Counteraction

## Ultimate Veto

Spell

Target: Any card

CANCEL ANY CARD just used, fully negating its effects. DISCARD YOUR ENTIRE HAND. Nothing may overrule Ultimate Veto.

Source: Klimek

(remove bottom portion at line)

Magic Stone

## Cornerstone

Item

Target: One of your spells

POWER: While you have this item, you may use a NUMBER card to cast an accompanying LOS spell around that same number of 90 degree corners. Display when used.

Source: Avatar

(remove bottom portion at line)

Magic Stone

## Mimic Stone

Item

Target: Special

This Magic Stone can only be used if at least one other Magic Stone is in play. It perfectly duplicates any one Magic Stone in play, but if that stone is destroyed (or discarded) then the Mimic Stone is destroyed as well. If multiple stones are in play, you may discard a NUMBER card to change which stone you wish to mimic.

Source: Smith

(remove bottom portion at line)

Magic Stone

## Monster Stone

Item

Target: Your controlled creatures

POWER: While you have this stone, add 1 to the life points, movement and physical damage of all creatures you control. Spells and other magical attacks by creatures do not gain the one-point benefit. Display when used.

Source: Klimek

(remove bottom portion at line)

Magic Stone

## Stinkstone

Item

Target: Self (vs. any in same square)

DISPLAY IMMEDIATELY. POWER: While you have this item, no other character may choose to enter your space. If anyone begins his turn on your space, he must immediately leave the space (if possible). No effect on UNDEAD.

Source: Lindsey Dubb

(remove bottom portion at line)

Neutral

## Animate Door

Enchantment/Curse

Target: Any door in LOS

Target door is now enchanted, having a movement rate of 1 (along walls only). It moves, opens and closes on your command alone; it is JAMMED for anyone else. Any damage to door will dispel enchantment.

Source: Klimek

(remove bottom portion at line)

Neutral

## Armor

Item

Target: Self

Once worn, this heavy suit of armor cuts your base movement in half (round remaining movement up; no effect on NUMBER cards). Roll the die whenever you receive damage. If the result is a 3 you suffer only half normal damage (round damage up). If the result is a 4, then you take no damage at all. No effect on duration-based spells. NOT A COUNTERACTION; to be effective, armor must be worn ahead of time. Display when used.

Source: Smith

(remove bottom portion at line)

Neutral

## Bag of Holding

Item

Target: Your carried items

Any non-treasure items placed in the bag do not count as being in your hand (though the bag itself does). Display this card, and put the item cards face-down beneath it. You can only take those items out during your turn, and they may not be used while in the bag. If the bag is dropped, one only needs to pick up the bag to get everything inside.

Source: Avatar

(remove bottom portion at line)

Neutral

## Banish Monsters

Spell

Target: All monsters in designated sector

All monsters in the specified sector are banished to the discard pile. No other monsters may enter, nor may any be created within target sector for one turn.

Source: Klimek

(remove bottom portion at line)

Neutral

## Bouncy Ball

Item

Target: One of your spells

Cast a spell on this item, then throw it. It can richochet around up to four 90 degree corners before striking a target, which gets hit with the spell. (Throw can be countered as a PHYSICAL ATTACK, separately from countering the attached SPELL.) The ball ends up in the same space as the target, and it can be used again if picked up and recharged with a new spell. If ball misses (or the THROW is physically counteracted), it still has the spell given to it. If ball is TELEPORTED to someone's space, it falls on her and affects her as if it was thrown.

Source: Avatar

(remove bottom portion at line)

Neutral

## Brambles

Created Object

Target: Any empty square in LOS

Creates a patch of thick branches filling the target square. There is no LOS through brambles, nor can they be flown over. Anyone exiting brambles must randomly drop one carried item within the brambles. Any fire damage will destroy brambles, filling the whole square with fire for 1-4 turns. (Fire causes 4 magical damage.)

Source: Klimek

(remove bottom portion at line)

Neutral

## Burst of Gravity

Spell

Target: Everyone

Creates a sudden burst of gravity, causing everyone (including you) to drop all carried items. Doesn't affect someone who has been enchanted with STRENGTH or an IRON GRIP.

Source: Avatar

(remove bottom portion at line)

Neutral

## Circle of Protection

Enchantment/Curse

Target: Self

Prevents you from being targeted or damaged by any spells or attacks. Lasts until you move or cast a spell. This is NOT a COUNTERACTION.

Source: Brian Bankler

(remove bottom portion at line)

Neutral

## Cloud of Stench

Created Object

Target: Any empty square in LOS

Creates a transparent cloud of gut-wrenching stench. Any wizard entering it has a 50% chance of vomiting and losing 2 random cards from her hand (if the cards are items, they get dropped). Except for UNDEAD, non-wizards will not enter the cloud willingly. Fills an entire square but does not block LOS.

Source: Avatar

(remove bottom portion at line)

Neutral

## Corrosion

Action

Target: Adjacent inanimate object

Not a spell. You spread a corroding substance on some inanimate object. Object takes 7 points of damage per turn, until destroyed. If you collapse a wall in this manner, it does not do any damage to adjacent characters.

Source: Avatar

(remove bottom portion at line)

Neutral

## Crevice

Created Object

Target: Any wall or corridor in LOS

Creates a very narrow opening in a wall or corridor, requiring an extra movement point for anyone to squeeze through. It is too narrow for a TREASURE (or BIG MAN, BUCK, etc.) to pass through at all. LOS through a crevice exists only to or from the spaces immediately adjacent to it.

Source: Klimek

(remove bottom portion at line)

Neutral

## Crystal Ball

Item

Target: Special

A matched set of TWO crystal balls. Either (or both) may be dropped. Anyone holding one has LOS from the center of the other crystal ball's space, even if the other one is being carried. Like all carried items, counts as a card in your hand (but just one, even if you carry both).

Source: Kerim Aydin

(remove bottom portion at line)

Neutral

## Cyclone

Spell

Target: Any empty square in LOS

Creates a temporary cyclone in an empty square, which immediately moves a sequence of 10 random directions, picking up all moveable items or characters in its path, and depositing them where it dissipates. Moving into a wall reduces cyclone's movement by one, but has no other effect. Cyclone dispels FOG, FIRE, STENCH and DUST. Windblown targets take 1 damage for each square they are actually moved.

Source: Klimek

(remove bottom portion at line)

Neutral

## Door Stop

Item

Target: Adjacent open door

This item, if placed (dropped) on an open door, keeps the door open (but blocking LOS). The door stop is dropped in the doorway itself, and thus can be picked up from either adjacent square.

Source: Cedrik

(remove bottom portion at line)

Neutral

## Dungeon Steed

Created Creature

Target: Any empty square in LOS

Creates a ride-able beast. Movement: 5, Life: 2. Mounting steed ends wizard's turn. It is possible to ride 5 spaces, then dismount and take one's normal movement. A wizard may not pick up anything from the floor while mounted. Steed does not move unless ridden.

Source: Klimek

(remove bottom portion at line)

Neutral

## Elfin Handyman

Created Creature

Target: Any empty square in LOS

Creates a clever elf that you control. Movement: 3, Life: 4. Elf can move through locked doors freely (but will not hold them open). At a cost of 1 life point per target, Elf can (by touch): dispel a dropped or created object, remove an enchantment/curse, fully restore a damaged/destroyed/jammed wall/door, or repair a damaged object. Cannot target characters or carried objects.

Source: Klimek

(remove bottom portion at line)

Neutral

## Festering Wound

Enchantment/Curse (Modifier)

Target: One physical attack

Combine with any physical attack against a living opponent. Wound taken refuses to heal, causing 1 additional physical damage each turn until a 1 is rolled on the D4. No effect if original damage is countered. No effect on UNDEAD.

Source: Klimek

(remove bottom portion at line)

Neutral

## Focus

Modifier

Target: Self

Discard up to three cards. For each card discarded, increase the damage or duration of a SPELL you cast this turn by 1.

Source: Smith

(remove bottom portion at line)

Neutral

## Ghost World

Spell

Target: All sectors

All doors, walls, and created objects in ALL SECTORS become "ghosted" permitting LOS and passage (by normal movement) to every square. Characters and ordinary items are unaffected. Duration = NUMBER card.

Source: Klimek

(remove bottom portion at line)

Neutral

## Giant Stone Sphere

Created Object

Target: Any empty square in LOS

Creates a giant stone sphere completely filling one square, blocking passage and LOS. It rolls easily if pushed, either sideways or directly away from any adjacent square. It cannot roll over a treasure, character, or anything with hit points, but it will do 1 plus 1 point of damage per space rolled to any into which it is pushed. (This counts as an ATTACK.)

Source: Klimek

(remove bottom portion at line)

Neutral

## Glacier

Created Object

Target: Any empty square in LOS

Creates a solid block of ice which fills an empty square. Beginning the turn after creation, glacier moves one space every other turn towards the nearest HOME BASE (as a wizard walks), pushing any objects or characters ahead of it. LOS through glacier is bent 90 degrees. The turn it rests on a home base, glacier melts into a 4-point WATERWALL. Any fire damage will melt glacier.

Source: Klimek

(remove bottom portion at line)

Neutral

## Healing Fountain

Created Object

Target: Any empty square in LOS

Creates a large fountain full of healing water. Any character ending its turn at the fountain gains 1 life point, up to its starting level. Fountain can be destroyed by 10 points of damage. Cancels any fire damage inflicted in its space (and extinguishes fires).

Source: Avatar

(remove bottom portion at line)

Neutral

## Healing Trance

Spell

Target: Self (or controlled creature in LOS)

Recipient loses a turn to gain life points equal to NUMBER card played. May go higher than starting life points. (AMPLIFY, if used, affects both points gained and number of lost turns.)

Source: Jeff Barrett

(remove bottom portion at line)

Neutral

## Here Boy!

Spell

Target: One of your uncarried treasures

You may move one of your uncarried treasures 2 spaces.

Source: Kerim Aydin

(remove bottom portion at line)

Neutral

## Mercurial Mood

Spell

Target: Self

For this turn, you may pick up items without ending your turn, but you cannot drop items.

Source: Klimek

(remove bottom portion at line)

Neutral

## Miniaturize

Enchantment/Curse

Target: Any created object in LOS

Target created object is reduced to a carry-able, toy-sized item, having none of its previous properties. If picked up and later dropped (or thrown), enchantment ends, and creation is restored to normal size and properties.

Source: Klimek

(remove bottom portion at line)

Neutral

## New Deal

Spell

Target: All players

All players must discard their hands and immediately draw 1 card for each card they were holding. Items already displayed are unaffected.

Source: Smith

(remove bottom portion at line)

Neutral

## Number Stick

Item

Target: Self

Each charge acts as a NUMBER card equal to the number of charges remaining on the stick. Charges = NUMBER card. Usable once per turn; discard when used.

Source: Cedrik

(remove bottom portion at line)

Neutral

## Oil Slick

Created Object

Target: Any empty square in LOS

Creates a puddle of slippery oil covering one square. Anyone entering oil will slide past it in a straight line a number of spaces equal to the number already moved, or take damage for slamming into an obstruction for each space not moved. On a roll of 1 or 2 (D4) they also fall down, ending their move. Any fire damage will destroy the oil, filling the whole square with fire for 1-4 turns. (Fire causes 4 magical damage.)

Source: Klimek

(remove bottom portion at line)

Neutral

## One-Way Door

Enchantment/Curse

Target: Any door in LOS

Makes any door go in one direction only (you pick which way). The effects are permanent. You may open the door once as you cast the spell. Can also be used to cancel or reverse the direction of a door that has already had ONE-WAY DOOR cast upon it. Does not otherwise alter the status of the door (e.g., locked, damaged, etc.)

Source: Game Cabinet

(remove bottom portion at line)

Neutral

## Open Door Policy

Spell

Target: All un-jammed doors

Unlocks every door in the game, except those with JAMMED LOCKS. Duration = NUMBER card.

Source: Reed

(remove bottom portion at line)

Neutral

## Open Grave

Created Object

Target: Any empty square in LOS

Creates a temporary PIT. Any character killed reappears in the pit at the start of their next turn, restored to 1/3rd (round up) of original life points. (In all other ways, "death" occurs normally.) Anything exiting the pit causes the Grave to disappear. Any UNDEAD (skeletons, wraiths, ghouls, etc.) must move directly into the pit using their normal movement. (To jump over a pit, roll a D4. On a roll of 1 you fall in, taking 2 damage. Roll a 1 or 2 on later turns to climb out. Takes a whole turn to climb in or out.)

Source: Klimek

(remove bottom portion at line)

Neutral

## Polymorph Object

Spell

Target: Any created object in LOS

Transforms one CREATED object into any NON-TREASURE object, simply by replacing the token. Any duration spells or damage affecting creation before it was polymorphed are ignored. No object on a HOME BASE may be targeted.

Source: Klimek

(remove bottom portion at line)

Neutral

## Portable Hole

Item

Target: Adjacent wall, door or solid stone

When placed against a door, wall, or solid stone, this item creates a large opening allowing LOS and movement. Once an opening is created, item may be picked up from either side, carried, and re-used. If you move through the hole, you leave it behind; it falls to the ground in a heap in the space you were in.

Source: Klimek

(remove bottom portion at line)

Neutral

## Portable Telepad

Item

Target: Anyone standing on it

When placed on the floor, this experimental device can act as a teleport launch pad. Anyone standing on the telepad may choose to TELEPORT up to 4 spaces away (even to a HOME BASE), leaving the telepad behind and ending his or her movement. On each use, telepad has a 1 in 4 chance of malfunction; if this happens, roll a D4 each for direction and distance. If you appear in a space that permits no occupant (e.g., SOLID STONE), reroll distance, otherwise you are affected by contents of the destination square.

Source: Klimek

(remove bottom portion at line)

Neutral

## Portcullis

Spell

Target: Any wall or corridor in LOS

Creates a closed portcullis in any stone wall or corridor and a pressure-activated floor plate in any empty space--both within LOS. Anything solid resting on the plate will cause the gate to open. Gate is closed when plate is vacant. Portcullis does not block LOS, thrown items, nor anyone affected by SHRINK. Has 20 hit points, just like a wall.

Source: Klimek

(remove bottom portion at line)

Neutral

## Revolution

Spell

Target: All sectors

Rotate every sector by the same amount, to be chosen by a random die roll. 1 = 90° clockwise; 2 = 180°; 3 = 90° counterclockwise; 4 = your choice. "You say you want a revolution..."

Source: Avatar

(remove bottom portion at line)

Neutral

## Rotate Square

Spell

Target: Any square in LOS

Rotates one square up to 180° in any direction, "dragging" along those walls which lie alongside the square.

Source: Robj

(remove bottom portion at line)

Neutral

## Rotate Wall

Spell

Target: One wall section in LOS

Rotates one wall panel or door 180 degrees. Anything on one side of the wall section (including otherwise immovable characters or objects) finds itself suddenly on the other side. This spell will not change the location of a HOME BASE, nor will it rotate an immovable creation onto a HOME BASE. If the latter is attempted, the spell fails completely.

Source: Reed

(remove bottom portion at line)

Neutral

## Shatterstick

Item

Target: Your attacks vs. non-wizards

Each charge quadruples damage done by one of your attacks against any non-wizard target (walls, creatures, bushes, etc.) Charges = NUMBER card. Usable once per turn; discard when used.

Source: Avatar

(remove bottom portion at line)

Neutral

## Speed Bump

Created Object

Target: Any empty square in LOS

Creates a magical speed bump in an empty space. Anyone entering the square with speed bump takes 1 damage for each space more than two they move that turn. COUNTERACTABLE as a spell.

Source: Klimek

(remove bottom portion at line)

Neutral

## Stonewalk

Enchantment/Curse

Target: Self

This turn, you may enter into and move within stone walls or stone-filled squares instead of normal spaces. You cannot be seen, but have LOS out of the wall you are in, and may drop items on either side, but may not pick up items. STONEWALK lasts until you exit a wall or the wall you are in is destroyed.

Source: Klimek

(remove bottom portion at line)

Neutral

## Telekinesis

Spell

Target: Any moveable uncarried object in LOS

Makes a moveable, uncarried object move up to NUMBER spaces at your command, sliding across the floor as it does so. If the target is not in your LOS, it moves randomly (roll direction for each space moved).

Source: Smith

(remove bottom portion at line)

Neutral

## Termite Infestation

Spell

Target: Same sector

In sector where cast, all doors and wood-based creatures take ten-points of damage. All BRAMBLES, BUSHES and MAGIC STICKS in the sector (either in hand or dropped) are destroyed.

Source: Klimek

(remove bottom portion at line)

Neutral

## Thunderstorm

**Spell**

**Target: Same sector**

A sudden downpour of rain floods the sector you are in, extinguishing all fires, washing away SLIME, OIL and TACKS, and filling all PITS with water for 1 turn. There is also a 1/4 chance for each character in the sector that he will be hit by a one-point (physical) lightning bolt and stunned for 1 round. Bolts may be individually COUNTERACTED.

Source: Klimek

(remove bottom portion at line)

Neutral

## Transformation

**Enchantment/Curse**

**Target: Self (or controlled creature in LOS)**

Lose one from either your base attack, movement, or hand size and add one to your base attack, movement, or hand size for the rest of the game. (For example, you could choose to permanently reduce your hand size from seven to six to increase your base movement from three to four.) Creatures with no inherent hand size cannot be granted one via this spell.

Source: Smith

(remove bottom portion at line)

Neutral

## Treasure Sight

**Modifier**

**Target: One of your spells**

Allows you to cast one LOS spell through one of your treasures; you may target something in LOS of it, including a character that's carrying it. Reflected spells affect the treasure (if possible), but don't affect you.

Source: Avatar

(remove bottom portion at line)

Neutral

## Troll-Booth

**Created Object**

**Target: Any empty square in LOS**

Creates a Toll-Booth on an empty square, attended by a stationary TROLL. (Any other TROLL in play must move at normal rate directly to the booth, ignoring its controller.) Anyone may purchase passage across this space by paying (each) TROLL three cards from his hand. If destruction or evacuation of troll(s) results in toll-booth being unattended, it disappears. (Trolls have 6 life points, 3 movement, regenerate 1 life point per turn, and punch for 1-4 damage.)

Source: Klimek

(remove bottom portion at line)

Neutral

## Unlabeled Wand

**Item**

**Target: Random spell**

After charging this item (charges equals NUMBER card played), determine which spell it can cast by selecting randomly from the top of the deck. Non-spells are discarded until a useable spell is selected. After all charges are expended, the wand vanishes.

Source: Klimek

(remove bottom portion at line)

Neutral

## Vending Machine

**Created Object**

**Target: Any empty square in LOS**

Creates a permanent, immovable vending machine. For any character, dispenses a number of cards (drawn from the deck) equal to the NUMBER card played. Each use requires a new NUMBER card; no effect without one. Must be on the same square as the vending machine to use it, and doing so ends turn. (The player may subsequently discard and draw, as usual).

Source: Klimek

(remove bottom portion at line)

Neutral

## Warp Mastery

**Spell**

**Target: Self**

Upon passing through any warp (i.e., an external sector exit, TRICK DOOR, or PERMAWARP), you may re-appear on the board at any other warp location of your choice. (For example, you could walk out an exit at the top of the board and into an entrance on the left-hand side.) Has no effect on the AUTO-WARP used in the three-player game.

Source: Jeff Barrett

(remove bottom portion at line)

Neutral / Attack

## Brainstorm

**Spell**

**Target: Self (or wizard in LOS)**

Target wizard discards all cards from her hand (excluding displayed items), then draws an equal number of new ones. After that, you draw a card to replace this one.

Source: Lindsey Dubb

(remove bottom portion at line)

Neutral / Attack

## Levitate

**Enchantment/Curse**

**Target: Any character or uncarried item in LOS**

Target character or uncarried item floats to the ceiling, and cannot be grabbed or punched by anyone who is not flying (unless they can reach into adjacent squares). Levitated characters may not pick up items, nor move except by spells, FLIGHT, or in a straight line by throwing an item in the opposite direction. NEUTRAL when cast on items or self; ATTACK when cast on an opponent. Duration = NUMBER card.

Source: Klimek

(remove bottom portion at line)

Neutral / Attack

## Move!

**Spell**

**Target: Any moveable target in LOS**

Allows you to move the target (a moveable, uncarried object; yourself; or anyone else) a number of spaces equal to the NUMBER card played. The target must be in LOS at first, but may be moved out of LOS. Counts as an ATTACK if cast on an opponent.

Source: Avatar

(remove bottom portion at line)

Neutral / Attack

## Repossession

Spell

Target: Previously carried item

Target item (not in discard pile) which you have previously carried this game TELEPORTS back into your hands. This spell may not target another's TREASURE, but it may target your own, it you have previously carried it. If target item is currently carried by someone else, Repossession is an ATTACK.

Source: Klimek

(remove bottom portion at line)

Neutral / Counteraction

## Cloak of Shadows

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Any attack made against recipient has only a 1 in 4 chance of taking effect. This protection is permanent, but it ends once recipient moves more than 1 square in a single turn.

Source: Smith

(remove bottom portion at line)

Neutral / Counteraction

## Iron Grip

Enchantment/Curse

Target: Self (or controlled creature in LOS)

For the next NUMBER turns, recipient may retain all carried items. This spell overrides all other effects or spells which might contradict it, such as: SWAP MEET, DROP OBJECT, THIEF, CHAOS, STRENGTH, KLUTZ, CURSE OF MIDAS, KILLER OOZE, BRAMBLES, etc. Iron Grip may be countered by REMOVE CURSE, NEGATE NEUTRAL, TIME DRAFT, etc.

Source: Klimek

(remove bottom portion at line)

Neutral / Counteraction

## Luck

Spell

Target: Self

Any one die roll which YOU make comes out to your desired result. Must use spell before rolling. You may play this card out of turn only if you are called upon to roll a die (e.g., to determine whether or not you believe an illusion).

Source: Reed

(remove bottom portion at line)

Neutral / Counteraction

## Word of Recall

Spell

Target: Self

Teleports you to your HOME BASE, thus avoiding any spell which was cast on you. If cast on your own turn, this ends your movement. Any TREASURE you were carrying drops to the ground in the space from which you teleported.

Source: Lindsey Dubb

(remove bottom portion at line)

Special

## Me Too! Me Too!

Spell

Target: Opponent's spell (no LOS needed)

THIS SPELL IS ALWAYS USED OUT OF TURN, when some other player casts a spell of any type. You are then allowed to cast the same spell as the other player, using the same modifiers. DOES NOT WORK ON ANY SPELL THAT AFFECTS YOU DIRECTLY, nor on ABSORB SPELL or ANTI-ANTI.

Source: Brainiac

(remove bottom portion at line)

Trap

## Daylight Savings Time

Spell

Target: Self

DISPLAY IMMEDIATELY.
Lose your next turn, but keep this card and redeem it for an extra turn later in the game. Set this card aside (does not count as being in your hand) and redraw.

Source: Avatar

(remove bottom portion at line)

Trap

## Monster Rebellion

Spell

Target: All monsters

DISPLAY IMMEDIATELY.
All monsters in play are now under GEAS to pursue and attack their own creators until dead, ignoring all other commands. At the start each player's turn, her monsters are moved by the opponent to her left. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

Trap

## Sector Decompression

Action

Target: Same sector

DISPLAY IMMEDIATELY.
All characters and moveable objects in the current sector are moved 1-4 spaces towards a random particular exit, by the nearest unobstructed path. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

Trap

## Whoops!

Action

Target: Self

DISPLAY IMMEDIATELY.
You clumsy oaf. You just tripped on a loose stone! Take 1 physical damage and drop any carried TREASURE, now. Discard after use and redraw.

Source: Game Cabinet

(remove bottom portion at line)

Attack

## Contingency

Modifier

Target: Self

Place any combination of spells from your hand face down beneath this card. On top of them, place a face-down number counter. The instant you take damage in one turn equal to or greater than the chosen amount, all of the face-down spells are instantly cast, in sequence from top to bottom. There is no limit to the number of attacks-in-a-single-turn which may result.

Source: Klimek

(remove bottom portion at line)

*

Counteraction

## Attack Substitution

Spell

Target: Opponent's ATTACK spell

Replace attack spell just cast with one from the discard pile. Either choose one from three spells selected by attacking opponent, or approve the set of three spells from which opponent may choose one to cast instead. If less than three legal attack spells have been discarded, attack is fully negated.

Source: Klimek

(remove bottom portion at line)

*

Counteraction

## Magic Meddling

Spell

Target: Any attack spell (no LOS needed)

You may cast this spell against any other wizard using any ATTACK SPELL anywhere on the board to increase or decrease the damage or the duration by 1. You need not be the target of the attack.

Source: Smith

(remove bottom portion at line)

*

Counteraction

## Root (old version)

Spell

Target: Self (vs. being moved)

Momentarily (during the current player's turn only) prevents you from moving or being moved, even by spells such as TELEPORT OPPONENT, FEAR, UGLY or BIG MAN. If used against SWAP, opponent still appears in your square.

Source: Jeff Barrett

(remove bottom portion at line)

*

Counteraction

## Wheel of Fortune

Spell

Target: Self

Discard your current hand and refill it with new cards. At the end of the current turn, all cards just drawn must again be discarded. (Does not itself counter an attack, but may provide you with a counteraction which can.)

Source: Klimek

(remove bottom portion at line)

*

Neutral

## Achoo!

Spell

Target: Adjacent square

In a chosen direction, causes anything floating or flying to be moved back as far as possible then just around the nearest corner. A temporary SLIME will appear on the space adjacent to you. It is like the spell FILL SQUARE WITH SLIME in all respects, except that it may be created on top of other characters or objects, and it lasts only one turn.

Source: PacifiCon fan

(remove bottom portion at line)

*

Neutral

## Basement

Spell

Target: Same sector

Creates a random, new sector directly below this one, connected by a PIT with a ladder (allowing movement between top & bottom sectors) When the basement disappears a turn after its creation, anything in it appears on the floor above.

Source: Klimek

(remove bottom portion at line)

*

Neutral

## Gravity Vortex

Created Object

Target: Any empty square in LOS

Creates an intense gravity vortex lasting one turn. Anyone within the affected sector is instantly pulled towards the vortex, moving 1 space per item carried (by the shortest path as a wizard walks). Anyone entering the same space as the vortex drops all items, which become immovable (as GLUED) until the vortex expires.

Source: Klimek

(remove bottom portion at line)

*

Neutral

## Invisible Barrier

Created Object

Target: Any empty square in LOS

Creates an invisible, impenetrable, one-square-wide cube on any empty square. On each player's turn, this barrier widens by a radius of one square until it fills the whole sector (after which, it dissipates). Spells may pass through it, but characters and objects may not. If barrier meets a PORTABLE HOLE, both are dispelled.

Source: Klimek

(remove bottom portion at line)

*

Neutral

## Peephole

Created Object

Target: Any wall or door in LOS

Creates a magical peephole in an existing wall or door. Anyone adjacent to the peephole can see through it, extending LOS straight ahead only on the other side. The peephole is too small to allow items or characters (even MISTED) to pass through.

Source: Reed

(remove bottom portion at line)

*

Neutral

## Phase Paradox

Modifier

Target: One of your spells

Allows teleportation or creation spells to target an occupied space, even a HOME BASE. All objects, creations or characters on that space which cannot coexist (if any) are randomly displaced instantly to an adjacent space (ignoring walls) until no paradox remains. Repeat as needed, for new paradoxes resulting from displacement.

Source: Klimek

(remove bottom portion at line)

*

Neutral

## Smelly Sock

Item

Target: Same square

You must drop this item to use it. No one will enter the square with the sock, and anyone already there must leave the square at the next available opportunity. If damaged, the sock is destroyed.

Source: Cedrik

(remove bottom portion at line)

*

Neutral

## Time Glitch

Spell

Target: Self

Take into your hand all cards cast or discarded during the previous player's turn. You may add them to your hand (ignoring hand-size limitations) until the end of your turn.

Source: Klimek

(remove bottom portion at line)

*

Neutral

## Wishing Well

Created Object

Target: Any empty square

Creates a PIT, filled with water. Falling into well causes no damage, but ends move. Swimming across costs an extra movement point. Any magic stone entering the well (by any means) is dissolved, and generates a free "wish": dispel any artifact, or remove any curse/active duration spell. LOS exists both into & out, but fire-based spells cannot be cast nor affect anyone inside well. (To jump over a pit, roll a D4. On a roll of 1 you fall in, taking 2 damage. Roll a 1 or 2 on later turns to climb out. Takes a whole turn to climb in or out.)

Source: Klimek

(remove bottom portion at line)

*

Trap

## Curse of Midas

Enchantment/Curse

Target: Self

DISPLAY IMMEDIATELY.
Drop all items you are now carrying and randomly choose one of your own TREASURES to be teleported instantly to your hands. You may not carry other items, nor drop this treasure until it is deposited in a treasure-starting space of your home sector. Spells or effects which cause you to drop treasure will also end the curse. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

*

Trap

## Imp-Lament

Spell

Target: Self

DISPLAY IMMEDIATELY.
Imp appears in your square and instantly gains possession of all your attack spells. Imp then attacks you (in random order) with every spell which can target you, discarding any others. Imp may be evaded like any monster--otherwise, attacks may be counteracted separately. After final attack, Imp disappears. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

*

Trap

## Radioactive Crater

Created Object

Target: Same square

DISPLAY IMMEDIATELY.
A crashing meteorite causes 4 points of blast damage to everyone in your square as it forms a radioactive crater. (Trap is countered if on a HOME BASE). Anyone entering crater for the first time takes 1 point of radiation damage and draws 1 card. Mutations permanently increase hand size by 1. Note that a mutated monster could cast any spell drawn. Crater is like a PIT in all other respects. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

*

Trap

## Repulsion

Spell

Target: Self and anything nearby

DISPLAY IMMEDIATELY.
All items you are carrying, as well as any characters or items within 3 spaces (ignoring walls) immediately teleport 3 spaces away from you in random directions. If targets which cannot coexist end up in same square, randomly displace as many as necessary, into an adjacent space (ignoring walls). Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

*

Trap

## Time Draft

Action

Target: Everyone

DISPLAY IMMEDIATELY.
All active duration spells cease. Each player discards all his cards and refills his hand. Any TRAPS drawn are discarded and replaced. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

*

